





Mild Language Mild Violence





PlayStation_®2

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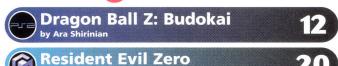
Sure, lots of people play video games, but how many of them can say that they're really good? Now that you have your hands on the #1 Video-Game Tips Magazine, you have no excuse but to display your newfound skills by utterly crushing your opponents. With our indepth strategies for the latest games like *Dragon*

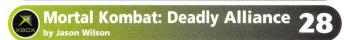
Ball Z: Budokai, Mortal Kombat: Deadly Alliance and 007: Nightfire, your friends will soon be turning to you for valuable advice!

ON THE COVER: Dragon Ball Z: Budokai

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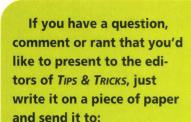
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Beverly Hills, CA 90211

We promise to read it...and if it makes any sense, you might even see it printed here for the world to enjoy!

MAGICGATE

I'm probably not the first to say this, but you guys make the best gaming magazine. There's a reason I say that; I only get your magazine! I have just one question to ask: What is "MagicGate?"

—Change Pittenger Seattle, WA

MagicGate is a proprietary copyright protection technology that was developed by Sony. It was incorporated into lots of Sony products; you've probably seen it on the front of your PlayStation 2 and memory card. Magic-Gate technology can also be found in things like memory sticks for Sony's high-tech media products.

In plain language, MagicGate is basically software that is put into stuff like memory cards. It serves as a security mechanism to allow or prevent copying of certain kinds of files, kind of like a magical gate that lets some things through but not others.

As a PlayStation 2 gamer, it doesn't really mean much to you. Since PS2 memory cards aren't supposed to be used on anything but a PS2, the Magic-Gate technology for the time being is irrelevant. However, it may have been designed with future potential uses in mind.



Sony's MagicGate technology appears on many products, including this Memory Stick.

SEEING RED

I really need some cheats for Red Faction. Red Faction II is already out, and there's cheat codes for that one. Why don't you have any Red Faction I codes? I look in TIPS & TRICKS every month and I never see 'em. Help me!

> —Dave Kapelevich Fayetteville, NC

Sorry, but some video games just don't have any cheat codes. We're not sav-

ing that Red Faction is one of them, but it might be, because we never found anything in it. Some developers disable all of the cheats just before a game goes into production. You may want to consider picking up a game enhancer like the Action Replay, Codebreaker or GameShark, which can be used to get infinite lives, health or ammo even in games with no built-in cheat codes.



Do companies like Sony and Nintendo really have to make new game systems every few years, or do they just do that to make more money?

> —Joshua Jansen Topeka, KS

That's an interesting question, Joshua. There are basically two reasons why companies continue to design newer and better game systems to replace the ones they've already released.

The first is competition. If Nintendo and Microsoft were not in the hardware business, Sony might have been perfectly happy to keep pushing the original PlayStation for ten years or more. But when you've got a competitor that's about to release a superior product, it's just good business to come up with something new so your company doesn't get left behind.

The second is keeping up with the public's needs and tastes. Part of the reason why the video-game industry collapsed in the mid-'80s was because people started to get bored with the

same old single-screen Pac-Man and Space Invaders clones over and over again. Lots of game designers found that the old systems like the Atari 2600 just didn't have the computing power to make cooler, longer, better games. New systems = more power = better games = happier customers.



Are there any cheat codes for Red Faction?

Making more money is definitely a factor, but in general, it's very expensive to manufacture and sell a videogame console. These companies have to take a gigantic capital risk each time they launch a new console, paying up front to produce the hardware with no guarantee that they won't all end up in a warehouse somewhere.

SCREEN SHOT SECRETS

I was looking at all the screen shots in your magazine, and I was wondering: How do you guys make screen shots?

> -Matt Langdon Lexington, KY

Capturing images from video games is actually quite easy. There are many different types of video capturing devices that let you use a computer to grab screen shots of any video source, including game systems. We use special

continued on page 8

TOKEN OF THE MONTH



the Month comes from Fuddruckers in Sterling Heights, Michigan. It was sent in by Scott Cochrane from Warren, Michigan. Thanks, Scott!

Our Token of

Arcade players and operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name right here! Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month TIPS & TRICKS Magazine 8484 Wilshire Blvd., Suite 900 Beverly Hills, CA 90211

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Animated Violence Animated Blood Suggestive Themes





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continued from page 6

hardware that allows us to capture the images at the highest quality possible on our trusty Macintosh computers.

Incidentally, in the "old days," video-game magazine editors actually had to photograph the TV screen with a camera if they wanted screen shots. When Electronic Games magazine first appeared in 1981, video-game graphics were so crude that companies like Atari and Activision would actually provide the editors with hand-drawn screen shots!

SOMETHING WEIRD

I noticed something weird in all of my PlayStation 2 games. Every time the game talks about the memory card (and I mean EVERY time), it calls it a "Memory Card (8MB) (for PlayStation®2)." This happens in every single game! "Now saving...please do not remove Memory Card (8MB) (for PlayStation®2)." Why doesn't it just say "Please do not remove memory card" and leave it at that?

—Anthony Gonzales, Gadsden, AL

Because there are people out there who will never understand that you can't use an original PlayStation memory card—or a GameCube memory card, or a Neo•Geo memory card—for your PlayStation 2 save files. Read Kurt Vonnegut's Harrison Bergeron if you want to see where all this is going.



Blah blah blah, we get it already. Sheesh...

STRATEGY PARTS

Your mag's cool, but that's beyond the point. This might sound dumb, but why do you put part of a game strategy in an issue and not just the whole thing? Are you trying to make the reader buy the next issue or something?

—Dustin Foster Thompson Station, TN

Every month, we try our hardest to keep our strategy guides together so that one doesn't spill over into the following month. The great majority of strategies are started and finished in the same issue. However, every once in a while, there may be several factors that might cause us to break a strategy into two parts. For example, sometimes a game is so big that we just can't devote all the space it needs to one issue. In other cases, sometimes a game is so popular that readers may want more information even after the strategy appears in a single issue.

POKÉMON XXX?

I bought your magazine and saw the *Pokémon Crystal* coverage, so I asked my dad if I could buy it and he said "yes." But when we got to the shop, the game had a sticker saying "PGL16," so my father asked the man working in the shop if there really are swear words in the game. To my disappointment, the man said "yes," so I couldn't buy the game. But what bothered me was that I was in the same store a week before and there was no sticker on the game. So can you please tell me if there really are swear words in *Pokémon Crystal*?

—Chris Fourie Durbanville, South Africa

Actually, there are no swear words in any Pokémon games, including Pokémon Crystal. We're not familiar

with the South African video-game rating standards, but we can only assume that the wrong label must have been accidentally applied to the box.

WEB OF INTRIGUE

Why don't you put cheat codes on the TIPS & TRICKS website? There are over 3,000 codes in your magazine, but none of them are on your website. If you would post them online, then I could read

them on my computer and I wouldn't have to buy the magazine every month.

—Kenny Meyerhoff Corsicana, TX

We think you just answered your own question.

BACKWARDS COMPATIBILITY

I have been a reader now for about two years. I really love your magazine. Anyway, I have a question that I hope you can answer. When Nintendo made the NES, it was

@#5%!

a cool system. Then they made the Super NES. The downside is that they changed the controllers, the games and the adapter pieces so that you wouldn't use these on the NES and couldn't use the NES games or controllers on the SNES. Then, the N64 came out with the same story. I have been a fan of Nintendo ever since I got a Super NES, but every time a new game system comes out, I have to buy new controllers, games and adapter pieces. So now you see the dilemma for all Nintendo fans. My question is, why does Nintendo do this? You can use PlayStation controllers and games on the PS2. I hope you can clear this up for me.

> —Nick Frey Sacramento, CA

While backwards compatibility is an important issue to most gamers, the reason why you couldn't play NES games on a Super NES or Nintendo 64 is actually a technical one. When the SNES was being designed, Nintendo could not make it compatible with NES games without adding a processor called the 6502 to the new console. Basically, they'd have to put the "guts" of an NES inside the Super NES, which would have increased the cost of the machine.

On the other hand, the PlayStation 2 was designed with multiple processors (as most modern consoles are), and one of them just happened to be the same as the central processor of the original PlayStation. In that case, it was easy and cheap to program the PlayStation 2 to also play PlayStation games. Considering the great success that the PS2 has enjoyed, we wouldn't be surprised if the next generation of consoles were all backwards compatible to some extent.

Honestly, though, would you really want to use your crusty old NES controller to play Metroid Prime and Super Smash Bros. Melee?

LOST SKATERS

I'm the biggest fan of Tony Hawk's Pro Skater and I want to know something. Why are the same skaters in every new number of the game? They're all great and everything, but why can't other pros like Rick McCrank or Jeremy Klein be in there too?

—Todd Yoon La Quinta, CA

There are two main reasons why the same pro skaters continue to ap-

pear in the Tony Hawk's Pro Skater series. For starters, guys like Rodney Mullen and Bucky Lasek are in Tony's posse. Not only are they friends, but many of them are also business partners; a lot of their skateboard "companies" (like Birdhouse and the Firm) are all part of the same conglomerate. The other reason is that some skaters may have agreed to appear in competing skateboarding games; for example, Rick McCrank appeared in Konami's Evolution Skateboarding. When Bob Burnquist signed up for ESPN X-Games Skateboarding on the PS2 and Game Boy Advance, he mysteriously disappeared from the line-up of Tony Hawk's Pro Skater 3 (though he's back in THPS4). We've heard that Jeremy Klein has been working on his own game for several years; it's kind of a shame that he's been out of the loop while four years' worth of Tony Hawk video games turned a bunch of his peers into household names.

GRAND THIEVERY

Hi, my name is Alex and I have a couple of questions that I would enjoy having the answers to. First, I was flipping through some of your older magazines and found a few things that don't make sense. In issue #86, in the Select Games section, you stated that Grand Theft Auto III would possibly come out for the Xbox in 2002. And now, flipping through your newest issue, you don't even have it down as a possibility to come out in 2003. What happened to the game?

Lastly, I am a bit disturbed by the number of times you stated, "we don't have enough room in the magazine for that." Flipping through some of your competitors' magazines, I notice that they have more pages than you. I still like your magazine better, but is it really impossible for you to put two or three more pages in your magazine?

—Alex Wendling Normal, IL



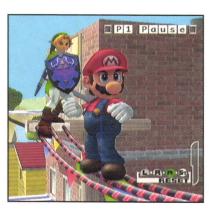
You can always use the Create-a-Skater option to put your favorite pro skater into Tony Hawk 4.

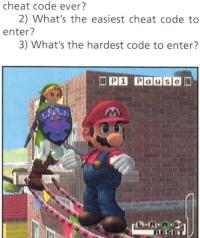
Back in the Spring of 2002, Rockstar did have plans to develop and publish an Xbox version of Grand Theft Auto III. Unfortunately for Xbox fans, it appears that Sony and Rockstar have since entered into some kind of exclusivity agreement regarding the Grand Theft Auto series. In other words, you won't be seeing any GTA game on any other console but the PlayStation 2 for the foreseeable future. A Game Boy Advance version of Grand Theft Auto III appears to be stuck in limbo as well.

Sorry, but we don't have enough room to answer your second question. Just kidding! Some of our competitors may have more pages than us, but if you look carefully, you might notice that most of their pages are filled with ads! Even though some magazines look bigger, we still give you more actual information and quality editorial content. If you ripped the ads out of all your magazines, TIPS & TRICKS would actually be much bigger!

3-D DREAMS

I was playing with my Sega Master System 3-D Glasses the other day and I had a thought. How come they don't have 3-D glasses for new game systems





Holding the magazine at arm's length, stare at these images from Super Smash Bros. Melee and slowly cross your eyes until the two images converge. You'll get an idea of what a truly three-dimensional video game could look like.

like the PlayStation 2, GameCube and Xbox? Can you imagine what *Grand Theft Auto: Vice City, Metroid Prime* or *Halo* would look like in TRUE 3-D, with stuff flying out of the screen at you? That would be SOOO TIGHT!

—Brian Konow Reno, NV

We heartily agree, Brian-it would be great. As you know, to generate truly three-dimensional imagery, a game system would have to send a slightly different image to each eye. The Master System 3-D games used a "shutter" system to block your left eye's view of the screen while the "right eye" image was displayed, then vice-versa, several times per second. Now, the PlayStation and Nintendo 64 already had the horsepower to simultaneously generate two different perspectives of the same polygonal gameplay environment—as evidenced by numerous multiplayer "split screen" games—so it's gotta be well within the capabilities of the current generation of game systems to generate fullscreen 3-D. We're pretty sure it's going to happen someday; in fact, there were a lot of rumors floating around last summer that Nintendo has a 3-D imaging system in the works for the Game-Cube. Many believers went as far as to speculate that the graphic detail in Super Mario Sunshine had been limited in order to allow the game to run at an acceptable speed in "3-D glasses" mode! We hope that the rumors are true, 'cause we'd give anything to see it happen.

THE GUINNESS BOOK OF CHEATS

Me and my friends have a couple of questions for you:

1) What's the longest video-game cheat code ever?





If you really want those extra camera angles in Ready 2 Rumble Boxing Round 2, you're gonna have to work for 'em.

gaming experiences. Some of the titles that we feature are games that we haven't yet received copies of; in such cases, all we have to work with are photos and descriptions of the games' contents. We can't recommend a game that we haven't even played yet; all we can do is to tell you when it's coming out and what we've heard about it.

SUPPORT YOUR LOCAL GAME MUSIC COMPOSER

I hope you can answer these questions. I'll bet you can.

> –Leonard Hollenberg Socorro, TX

1) The longest video-game cheat code in the TIPS & TRICKS archives is the "extra camera angles" cheat in Ready 2 Rumble Boxing: Round 2 for the Dreamcast and PlayStation 2; it consists of exactly 100 button presses. (!)

2) The "stage skip" cheats in the PlayStation version of Lode Runner are super easy; holding L2 or R2 and pressing any of the four main action buttons warps you to different stages.

3) One of the hardest cheat codes to enter is definitely the "stage select" cheat for Sonic the Hedgehog 3 on the Sega Genesis (and in the new Sonic Mega Collection disc for the Game-Cube). There's something wrong with that one; we've never been able to figure out why it takes us 100 tries to get it to work. There are also some codes in the Nintendo 64 game Star Wars: Shadows of the Empire which are very tricky to input because you have to point the analog joystick in a certain direction without pushing it as far as it will go in that direction. And let's not forget the stage-select code for one of our all-time favorite games, Golgo 13: Top Secret Episode for the NES-with all of the button-holding you have to do on both controllers, it's just easier to get two people to enter that code.

TIPS & TRICKS (NIT)PICK

I can't believe my eyes! In your December issue, you call The House of the Dead III a "TIPS & TRICKS Pick," but not The Legend of Zelda? Are you trying to say that The House of the Dead III is a better game than Zelda?

> —Bennett Liske Gary, IN

In our "Select Games" preview section, the "TIPS & TRICKS Pick!" is used to designate games that we've actually played and believe to be good, solid

I would like to share with your readers my thoughts on the subject of video-game music. Please print this letter so my voice can be heard.

As a fan of video-game music from the likes of Konami, Square, Namco, Nintendo, Sega and Rare, I am very disappointed that the biggest game of 2002, Grand Theft Auto: Vice City, does not feature any original music in its soundtrack. Granted, the '80s music in the game is appropriate for its theme and setting. But I fear that other companies will look at this game and think that it sold millions of copies because of (not in spite of) its all-licensed musical score. This is a problem with movies today, where filmmakers will throw in some random '70s hit just to sell soundtrack CDs. If this keeps up, what will happen to Yuzo Koshiro, Nobuo Uematsu and other giants of video game-music? They will be forced to work in other entertainment fields, that's what! Please don't let this happen! Anyway, thanks for letting me speak my mind.

> —Lewis Marshak New York, NY

Well said, Lewis. We'd also like to take this opportunity to tell our readers about an important event that's taking place on the evening of May 16, 2003: Video Games Live at the Hollywood Bowl, the first live orchestral performance in North America of music written specifically for video games. A 90-piece symphony and 40person choir will perform a two-and-ahalf-hour set of 18 of the best game music themes along with rock musicians and an interactive stage show. The show's executive producer is Tommy Tallarico, arguably the bestknown American video-game composer and inarguably the man who has done more to further the cause of video-game music appreciation in this country than anybody else. We'll bring you more details about the show as they become available. The TIPS & TRICKS staff will be there to show our support; we wouldn't miss it for the world!

BLOOD GUSHING GAME

Did you know this is a Blood Gushing Game? Look at the guy with only half his face. Not the one with the gun, the one that's getting the heck bit out of him. If I were the guy with the gun, I would just run, run, run and...oh my God, she's biting him in the boys' bathroom!

—Maria Hernandez Coral Springs, FL

Well, maybe that will teach you to stay out of boys' bathrooms.

We're not exactly sure, but we think that Maria's letter is actually a late entry into our BloodRayne Caption Contest, so this might be a good time to run down the list of winners:

GRAND PRIZE WINNER: David Endre, Indianapolis, IN FIRST PRIZE WINNERS: Paul Kuo, Arcadia, CA Jonathan Green, Beaverton, OR Gaven Shephards, Seminole, TX Tristan Polly, Coarsegold, CA Matt Dodson, Shreveport, LA SECOND PRIZE WINNERS: Josh Kisner, Cement City, MI Adam Comfort, Renton, WA Evan Bacon, Kirkland, WA Robert Reedy, Allison, PA Michael E. Anthony, Houston, TX Tim Jackson, Helena, AL Bob Schaefer, Indiana, PA Bobby Johnson, Johnsonburg, PA Scott Lock, Marysville, MI Shawn Parks, Holden, ME Thanks to all of the entrants.

A BETTER PS2

What's up with the STOOPID button layout on the PS2? I have to reach BE-HIND the machine to turn it on...but it's not really on yet, so I have to press ANOTHER button to turn it on? I love the games, but the console is badly designed and it's kind of ugly, too. Do you think Sony will ever change it?

-Dominic Muzsnal West Palm Beach, FL

We've been hoping that Sony will eventually shrink the PS2 and sell it with a flip-top LCD screen, just like the PS one. Can you imagine a little black "PS two" that you can use to play Vice City and watch DVDs in the car?













When the world's most talented & aggressive riders get EVERYONE together to kick it, the results aren't always pretty, and the ride of your life may be your last. Master a vicious arsenal of lethal punches, in-air kicks & death-defying tricks, all while punishing the competition on massive globe-spanning tracks. See you at the finish line, sucka...if you make it that far!



Mild Lyrics Mild Violence



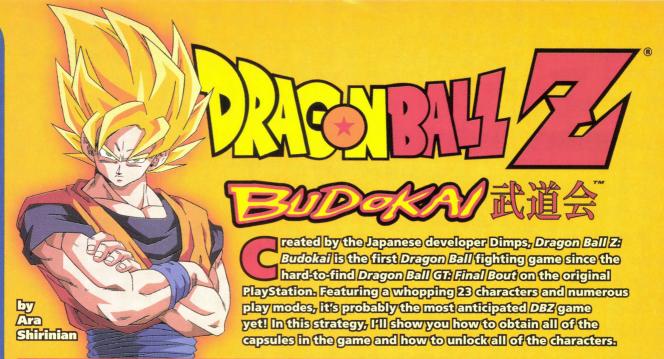
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While each character in the game has a variety of combos that are activated by setting various capsules, there is a high degree of similarity between many combos.

In general, you will want to set one combo that is

the easiest to execute and consumes a minimum number of Ki gauges (not counting throw combos). For Goku, this is the Kamehameha. You'll also want to set the combo that inflicts the most amount of damage. You can add in a throw move if you want, but in most situations you won't need more than one powerful (but complex) combo and one weak (but easy) combo. Since all combos begin and are activated in similar ways, variety is not as important in this game as it is in most other fighting

The best way to make sure that capsule combos connect—at least against computer opponents—is to start them just before your opponent gets up after a knockdown. Because only the last hit of the combo actually needs to connect, you can always start them a little earlier than usual. Of course, you won't inflict the maximum amount of damage this way, but it's a safer tactic.



If you fight in the World Tournament, be aware that you can also win a match by throwing your opponent out of the ring (and vice versa). Because of this new rule, fighting

dynamics are

quite different

than in normal matches. It is much easier to throw someone out of the ring than to knock them out, so most matches end by ring-outs. The easiest way to accomplish this is by pressing $\rightarrow \rightarrow K$ or $\rightarrow \rightarrow P$ Either move will knock your opponent backward. If your timing is right, you can win a match within seconds by repeatedly applying this maneuver. Because you can also lose by a ringout, be careful to keep as much distance as possible between your back and the edge of the ring.

February 2003 TIPS & TRICKS

Capsules can be obtained in two ways. By playing either Story Mode or World Tournament, you'll automatically obtain capsules for satisfying various requirements. The

other way to obtain capsules is to buy them from Mr. Popo's Skill Shop. There, you can randomly purchase a capsule that belongs to a skill category of your choice for 2,000 zenie.



Alternatively, you can pick an unknown random capsule for 3,000 z. Finally, a totally random capsule will appear in the last position of the Skill Shop menu. The cost of that item corresponds to its rarity:

Rarity	Meaning	Cost
*	Common	1000 z.
**	Uncommon	2000 z.
***	Rare	4000 z.
****	Special Rare	8000 z.

The only exceptions to this are 1/3 Senzu Bean (★★) at 6,000 z., Senzu Bean (***) at 10,000 z. and Frieza's Space Ship (★★★★) at 12,000 z.

The rarity of an item is supposed to relate to its difficulty to obtain, its effectiveness and its importance, but you already start the game with some rare and special rare items. Capsules that you already have may still appear, however. You'll know that a capsule is really new when you examine its Skill Sheet and the "New" icon appears. Every time you visit the Skill Shop, the last random item will change. If you want a specific capsule, you can continuously enter and leave the shop until the item you want appears.

All Dragon Balls have a rarity of **** and can be traded. They are acquired randomly, so the fastest way to obtain them is to continuously check the Skill Shop until a Dragon Ball appears. Once you collect all

seven Dragon Balls, you can call up Shenron from the



Skills List screen. If you do this, three characters will be selected at random and you'll be able to obtain the Breakthrough capsule for only one of them. Even though every character can use the Breakthrough skill, you'll only be able to unlock one capsule for one character each time you call up Shenron. To make matters worse, you'll have to collect the seven Dragon Balls all over again each time you do this!

STORY MODE AND STSTEM CERSUES

When you first play Story Mode, you'll progress through a predetermined set of chapters. Whenever you defeat a particular character in this mode, you'll obtain the corresponding capsule. In the chart below, the Story Mode chapter in which you can obtain a particular capsule is listed. However, you won't see all the chapters the first time through. After you finish Story Mode, by playing it again you'll gain access to previously-inaccessible chapters. Characters that are unlocked by completing these new chapters are marked with an asterisk (*). System Capsules cannot be traded. The only ones that will ever show up at the Skill Shop are Legend of Hercule, World Tournament (Adept) and World Tournament (Advanced). Even for those, you must first satisfy their requirements before they will appear at the shop.

System Capsule	Rarity	Acquired During / Notes
Soku	**	-
Kid Gohan	**	_
een Gohan	**	A Warrior Beyond Goku
/egeta	**	Show Gohan's True Power!
Krillin	**	- 1
Trunks	**	Perfect Form Cell Complete! *
Piccolo	**	-
Γien	**	_
Y amcha	**	A Cold-Blooded Assassin! *
Raditz	**	Mysterious Alien Attack!!
Nappa	**	Goku's Quiet Fury
Ginyu	**	Goku's Arrival!
Recoome	**	Goku's Arrival!
Zarbon	**	Vegeta's Attack! *

	-	
System Capsule	Rarity	Acquired During / Notes
Dodoria	**	Vegeta's Attack! *
Frieza	**	A Quiet But Fierce Battle
#16	**	Aim For Perfect Form! *
#17	**	Sneaky Cell
#18	**	Super Saiyan Vegeta *
#19	**	Super Saiyan Vegeta *
Cell	**	The Final Battle!!
Hercule	**	Win World Tournament (Adept)
Gt. Saiyaman	**	Win World Tournament (Advanced)
Legend of Hercule	***	Unlock Hercule, then buy the capsule
World Tournament (Novice)	***	-
World Tournament (Adept)	***	Win World Tournament (Novice), then buy the capsule
World Tournament (Advanced)	***	Win World Tournament (Adept), then buy the capsule

DUN AND PHASEL GESTLES

The game puts the following capsules into two different categories, but there really isn't any practical reason for treating them separately. Even though some characters have the same capsules (for example, Super Saiyan for Goku, Teen Gohan, Vegeta and Trunks), each capsule must be bought separately for each character. This is the opposite of the Support capsule system, where each item that can be used by multiple characters is shared between them.

The "damage" column describes how much damage each attack inflicts. For most attack combos, you don't have to make every hit connect. For those types of attacks, two values appear instead of a single number. The smaller number indicates the damage incurred when you connect with the minimum number of hits for the combo to still work, and the larger number indicates the damage incurred when every hit of the combo connects.

Some combos have alternate movements that may inflict more or less damage. If an alternate movement inflicts a different amount of damage from the normal movement, it will appear in parentheses in the "Notes" column. For example, Kid Gohan's alternate movement for his Kamehameha inflicts 27% more damage than the default movement. Every capsule in this section takes up only one slot, except for Tien's Volleyball Fist, which takes up two slots.









Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
King Kai Fist x2	*	No	transform	+10%	P + K + G	-	Requires 2 Ki Gauges
King Kai Fist x5	*	No	transform	+20%	P + K + G	_	Requires 3 Ki Gauges & King Kai Fist x2
King Kai Fist x10	**	No	transform	+30%	P + K + G	_	Requires 4 Ki Gauges & King Kai Fist x5
Super Saiyan	***	No	transform	+40%	P + K + G	_	Requires 5 Ki Gauges & King Kai Fist x10
Kamehameha	**	Yes	attack	300	P, P, P, P, E	1	Also P, \rightarrow + P, P, E or \rightarrow + K, P, P, P, E
Warp Kamehameha	***	Yes	attack	1,031 (800)	P, P, K, K, E	2	
Spirit Bomb	***	Yes	attack	1,294 (1,000)	→ + P, P, P, K, E	3	Requires any King Kai Fist
Zanku Fist	*	Yes	attack	367 (300)	$K, K, \rightarrow + K, K, E$	1	_
Continuous Kamehameha	*	Yes	attack	833 (500)	→ + P, P, P, P, E	2	
Dragonthrow	*	Yes	attack	250	P + G	_	Must be near opponent
Super Dragon Fist	*	Yes	attack	541 (410)	→ + K, K, K, E	3	_





Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Unlock Potential	**	No	transform	+10%	P + K + G	_	Requires 3 Ki Gauges
Masenko	**	Yes	attack	380 (250)	$K, K, \rightarrow + K, K, E$	1	Also \rightarrow + P, P, \rightarrow + P, P, E (-33%)
Kamehameha	**	Yes	attack	280	P, P, P, P, E	1	Also P, P, ← + P, P, E (+27%)
Killquick	*	Yes	attack	481 (300)	\rightarrow + P, P, K, K, E	1	_
Continuous Ki Blast Wave	*	Yes	attack	737 (500)	P, P, K, K, E	2	
Hurricane Kick	*	Yes	attack	190	P + G	-	Must be near opponent



Go SIVANI



Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Justice Punch	***	No	attack	497 (239)	P, P, P, P, E	1	Also → + K, P, P, P, E (-6%)
Justice Kick	***	No	attack	403 (80)	P, P, K, K, E	1	Also K, K, \rightarrow + K, \rightarrow + K, E (+15%)
Justice Finisher	*	Yes	attack	522 (300)	$K, K, \rightarrow + K, K, E$	1	-
Justice Flash	*	Yes	attack	783 (500)	\rightarrow + P, P, P, P, E	2	<u> </u>
Justice Dynamite	*	Yes	attack	250	P + G	_	Must be near opponent
Justice Carnival	*	Yes	attack	587 (410)	→ + K, K, K, E	3	_

RADIT



		Can				Ki	
Name	Rarity	Increase?	Туре	Damage	Usage		Notes
Double Sunday	*	Yes	attack	369 (150)	P, P, P, P, E	1	Also → + K, P, P, P, E (+4%)
Saturday Crush	*	Yes	attack	358 (280)	P, → + P, P, E	1	Also → + P, P, P, K, E (+20%)
Exciting Year	*	Yes	attack	514 (300)	$K, K, \rightarrow + K, K, E$	1	_
Weekly Special	*	Yes	attack	698 (500)	→ + P, P, P, P, E	2	_
Day Crush	*	Yes	attack	250	P + G	_	Must be near opponent
Dynamite Monday	*	Yes	attack	637 (410)	→ + K, K, K, E	3	_

THEN GOLAN



Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Super Saiyan	**	No	transform	+10%	P + K + G	_	Requires 4 Ki Gauges
Super Saiyan 2	***	No	transform	+20%	P + K + G	_	Requires 5 Ki Gauges & Super Saiyan
Kamehameha	**	Yes	attack	300	P, P, P, P, E	1	Also P, P, \leftarrow + P, P, E (+24%) or \rightarrow + P, P, \rightarrow + P, P, E (-7%)
Super Kamehameha	***	Yes	attack	1,548 (1,200)	$K, K, \rightarrow + K, K, E$	3	Requires Super Saiyan 2
Instant Killquick	*	Yes	attack	489 (300)	→ + P, P, K, K, E	1	_
High-Speed Hammer	*	Yes	attack	745 (500)	P, P, K, K, E	2	
Jackhammer	*	Yes	attack	250	P + G	-	Must be near opponent
Fierce Ranma	*	Yes	attack	532 (410)	K, K, ← + K, E	3	











Plecolo



Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Sync With Nail	**	No	transform	+10%	P + K + G	_	Requires 4 Ki Gauges
Fuse With Kami	***	No	transform	+20%	P + K + G	_	Requires 5 Ki Gauges & Sync With Nail
Light Grenade	**	Yes	attack	545 (360)	P, P, ← + P, P, E	1/2	Also → + K, P, P, ← + P, E (+4%), Requires Fuse With Kami
Destructive Wave	*	Yes	attack	392 (280)	P, P, P, P, E	1	Also \rightarrow + P, \rightarrow + P, P, \rightarrow + P, E (+1%)
Special Beam Cannon	***	Yes	attack	985 (700)	\rightarrow + P, P, P, \rightarrow + P, E	2	-
Hellzone Grenade	***	Yes	attack	1,400 (1,200)	$K, K, K, \rightarrow + K, E$	3	Requires Fuse With Kami
Instant Killquick	*	Yes	attack	522 (300)	P, P, K, E	1	
Demon Roundhouse	*	Yes	attack	250	P + G	_	Must be near opponent
Fierce Ranma	*	Yes	attack	648 (410)	→ + K, K, K, E	3	-

VEG 1/A



Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Super Saiyan	***	No	transform	+10%	P + K + G	_	Requires 4 Ki Gauges
Super Vegeta	***	No	transform	+20%	P + K + G		Requires 5 Ki Gauges
Galick Gun	**	Yes	attack	495 (300)	P, P, P, P, E	1	Also P, \rightarrow + P, P, E (-32%) or \rightarrow + K, P, P, P, E (-11%)
Final Flash	***	Yes	attack	1,003 (800)	P, P, K, K, E	2	_
Big Bang Attack	***	Yes	attack	1,471 (1,100)	→ + P, P, P, K, E	3	Requires Super Saiyan
Final Bash	*	Yes	attack	522 (300)	K, K, → + K, K, E	1	—
Meteor Flash	*	Yes	attack	703 (500)	→ + P, P, P, P, E	2	_
Nose Dive Crush	*	Yes	attack	250	P + G	_	Must be near opponent
Meteor Break	*	Yes	attack	587 (410)	→ + K, K, K, E	3	

TRULES



Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Super Saiyan	**	No	transform	+10%	P + K + G	_	Requires 3 Ki Gauges
Super Trunks	***	No	transform	+20%	P + K + G	_	Requires 4 Ki Gauges & Super Saiyan
Super Trunks 2	***	No	transform	+30%	P + K + G	-	Requires 5 Ki Gauges & Super Trunks
Buster Cannon	**	Yes	attack	479 (280)	P, P, P, P, E	1	Also → + K, P, P, P, E (-17%)
Finish Buster	**	Yes	attack	341 (300)	P, → + P, P, E	1	Also K, K, \rightarrow + K, \rightarrow + K, P, E (+59%)
Burning Attack	***	Yes	attack	1,471 (1,100)	→ + P, P, P, K, E	3	Requires Super Saiyan
Blast Attack	*	Yes	attack	559 (350)	$K, K, \rightarrow + K, K, E$	1	
Energy Burst	*	Yes	attack	703 (500)	→ + P, P, P, P, E	2	_
Rapid Fall Slash	*	Yes	attack	250	P + G	_	Must be near opponent
Meteor Break	*	Yes	attack	587 (410)	→ + K, K, K, E	3	-





Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Unlock Potential	**	No	transform	+10%	P + K + G	_	Requires 3 Ki Gauges
Kamehameha	**	Yes	attack	300	P, P, P, P, E	1	Also P, P, \leftarrow + P, P, E (+24%) or \rightarrow + P, P, \rightarrow + P, P, E (-7%)
Destructo Disk	**	Yes	attack	1,266 (880)	$K, K, \rightarrow + K, K, E$	2	Requires Unlock Potential
Zanku Fist	*	Yes	attack	489 (367)	→ + P, P, K, K, E	1	_
Jackhammer	*	Yes	attack	285	P + G	_	Must be near opponent
Berserk Fist	*	Yes	attack	546 (410)	→ + P, P, P, P, E	3	_















Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Ki Blast Cannon	*	Yes	attack	336 (300)	P, → + P, P, E	1	Also K, K, → + K, → + K, P, E (+38%)
Dodompa	**	Yes	attack	448 (250)	P, P, P, P, E	1	Also → + K, P, P, P, E (-15%)
Volleyball Fist	***	Yes	attack	1,175 (800)	→ + P, P, P, K, E	2	Occupies two slots instead of one
Jackhammer Fist Flash	*	Yes	attack	514 (300)	K, K, → + K, K, E	1	
Domination Blast	*	Yes	attack	768 (500)	→ + P, P, P, P, E	2	
Jackhammer Fist	*	Yes	attack	250	P + G	_	Must be near opponent
Machinegun Fist	*	Yes	attack	580 (410)	→ + K, K, K, E	3	





Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Kamehameha	*	Yes	attack	257 (280)	P, → + P, P, E	1	Also → + K, P, P, P, E (+34%)
Wolf Fang Fist	**	No	attack	351 (100)	P, P, P, P, E	1	Also → + P, P, P, P, E (+9%)
Wolf Slice Fist	*	Yes	attack	514 (300)	$K, K, \rightarrow + K, K, E$	1	
Wolf Fang Blast	*	Yes	attack	778 (500)	→ + P, P, P, K, E	2	
Tiger Jackhammer	*	Yes	attack	250	P + G	-	Must be near opponent

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MERCULE



Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
High Tension	**	No	transform	+10%	P + K + G	_	Requires 4 Ki Gauges
Dynamite Kick	**	No	attack	406 (80)	P, P, P, P, E	1	Also \rightarrow + P, P, P, P, E (-43%) or \rightarrow + P, P, P, K, E (+15%)
Hercule Special	***	Yes	attack	1,211 (880)	→ + K, P, P, P, E	2	Requires High Tension
Present For You	***	Yes	attack	1,356 (1,000)	$K, K, \rightarrow + K, \rightarrow + K, E$	3	
Hercule Critical Attack	*	Yes	attack	442 (300)	P, → + P, P, E	1	
Hercule Muscle Bomber	*	Yes	attack	250	P + G	_	Must be near opponent
Hercule Ultra Dynamite	*	Yes	attack	580 (410)	→ + K, K, K, E	3	-



MAPPA



Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Break Cannon	*	Yes	attack	392 (280)	P, P, P, P, E	1	Also → + K, K, K, ← + K, E (+8%)
Bomber DX	*	Yes	attack	401 (300)	\rightarrow + P, \rightarrow + P, P, \rightarrow + P, E	1	Also \rightarrow + K, P, P, \leftarrow + P, E (+1%)
Giant Attack	*	Yes	attack	583 (300)	K, K, K, → + K, E	1	
Megaton Throw	*	Yes	attack	250	P + G	_	Must be near opponent
Breakstorm	*	Yes	attack	621 (410)	P, P, K, E	3	_

ZARDON



Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Monster Form	*	No	transform	+10%	P + K + G	_	Requires 4 Ki Gauges
Possibility Cannon	*	Yes	attack	400 (300)	P, P, P, P, E	1	Also P, P, \leftarrow + P, P, E (+13%) or \rightarrow + K, P, P, \leftarrow + P, E (+18%)
Hyper Elegant Magnum	*	Yes	attack	522 (300)	P, P, K, E	1	
Super Beautiful Arrow	*	Yes	attack	692 (500)	\rightarrow + P, \rightarrow + P, P, E	2	-
Missing Screw	*	Yes	attack	250	P + G	_	Must be near opponent
Extra Graceful Cannon	*	Yes	attack	648 (410)	→ + K, K, K, E	3	-

DODORIA



Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Dodoria Beam	*	Yes	attack	369 (150)	P, P, P, P, E	1	Also P, \rightarrow + P, P, E (-36%) or \rightarrow + K, P, P, P, E (+4%)
Dodoria Ultra Spike	*	Yes	attack	514	$K, K, \rightarrow + K, K, E$	1	_
Dodoria Big Blaster	*	Yes	attack	668 (400)	→ + P, P, P, P, E	2	_
Dodoria Typhoon	*	Yes	attack	250	P + G	_	Must be near opponent











GINU



Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Milky Cannon	**	Yes	attack	495 (300)	P, P, P, P, E	1	Also P, \rightarrow + P, P, E (-45%) or \rightarrow + K, P, P, P, E (-39%)
Body Change	***	Yes	attack	891 (500)	→ + P, P, P, K, E	3	Switches bodies with opponent
Special Fighting Pose 1	**	No	offense	+8%	P, P, K, K, K, E	-	Also K, K, ← + K, E. Can be used up to three times
Special Fighting Pose 2	**	No	defense	guard +5%	P, P, K, → + K, E	_	Also K, K, K, K, E. Can be used up to three times
Processed Power Crush	*	Yes	attack	518 (300)	$K, K, \rightarrow + K, K, E$	1	
Parmesan Shower	*	Yes	attack	703 (500)	→ + P, P, P, P, E	2	_
Ginyu Strike	*	Yes	attack	320	P + G	_	Must be near opponent
Ginyu Special	*	Yes	attack	637 (410)	→ + K, K, K, E	3	-

RECOOME



Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Recoome Eraser Gun	**	Yes	attack	408 (300)	P, P, P, P, E	1	\rightarrow + P, \rightarrow + P, P, \rightarrow + P, E (-19%)
Recoome Bomber	***	Yes	attack	1,340 (1,000)	→ + K, K, K, ← + K, E	3	_
Special Fighting Pose 3	**	No	offense	+8%	P, P, ← + P, P, P, E	-	Also → + K, K, K, K, E. Can be used up to three times
Special Fighting Pose 4	**	No	offense	guard +5%	K, K, K, K, E	_	Also \rightarrow + P, \rightarrow + P, P, P, E. Can be used up to three times.
Recoome Buster Magnum	*	Yes	attack	677 (400)	K, K, K, → + K, E	1	_
Recoome Max Vulcan	*	Yes	attack	644 (400)	P, P, K, E	2	
Recoome Hyper Swing	*	Yes	attack	250	P + G	_	Must be near opponent





Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Final Form	**	No	transform	+10%	P + K + G	_	Requires 4 Ki Gauges
100% Final Form	**	No	transform	+20%	P + K + G	_	Requires 5 Ki Gauges & Final Form
Death Beam	**	Yes	attack	300	P, P, P, P, E	1	Also P, \rightarrow + P, P, E (-21%) or \rightarrow + K, P, P, P, E (+24%)
Death Ball	***	Yes	attack	1,450 (1,100)	→ + P, P, P, K, E	3	Requires Final Form
Frieza Nightmare	*	Yes	attack	544 (300)	$K, K, \rightarrow + K, K, E$	1	
Killer Ball	*	Yes	attack	717 (500)	→ + P, P, P, P, E	2	_
Meteor Crash	*	Yes	attack	320	P + G	_	Must be near opponent
Evil Dance	*	Yes	attack	558 (410)	→ + K, K, K, E	3	_





Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Rocket Punch	**	Yes	attack	463 (300)	P, P, ← + P, P, E	1	Also \rightarrow + P, P, P, E (-23%) or \rightarrow + K, P, P, \leftarrow + P, E (+4%)
Hell Flash	***	Yes	attack	1,219 (1,000)	\rightarrow + P, \rightarrow + P, P, E	3	_
Devil Crush	*	Yes	attack	552 (300)	P, P, K, E	1	
Killing Neck Throw	*	Yes	attack	250	P + G	_	Must be near opponent
Finishing Splash	*	Yes	attack	603 (410)	→ + K, K, K, E	3	

















Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Power Blitz	**	Yes	attack	485 (280)	P, P, P, P, E	1	Also → + K, P, P, P, E (-27%)
Energy Field	**	Yes	attack	390 (320)	$P_r \rightarrow + P_r P_r E$	1	Also → + P, P, P, K, E (+18%)
Power Strike	*	Yes	attack	529 (300)	$K, K, \rightarrow + K, K, E$	1	_
Power Falling Star	*	Yes	attack	708 (500)	→ + P, P, P, P, E	2	_
Buster Swing	*	Yes	attack	250	P + G	_	Must be near opponent





Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Photon Shot	**	Yes	attack	495 (300)	P, P, P, P, E	1	Also P, \rightarrow + P, P, E (-31%) or \rightarrow + K, P, P, P, E (-15%)
Life Drain	***	Yes	attack	1,018 (700)	K, K, ← + K, E	3	
Power Break	*	Yes	attack	522 (300)	$K, K, \rightarrow + K, K, E$	1	1-1
Rolling Crush	*	Yes	attack	250	P + G	_	Must be near opponent
Cybernetic Pain	*	Yes	attack	659 (410)	→ + P, P, P, P, E	3	_





Name	Rarity	Can Increase?	Туре	Damage	Usage	Ki Used	Notes
Second Form	*	No	transform	+10%	P + K + G	_	Requires 3 Ki Gauges
Perfect Form	**	No	transform	+20%	P + K + G	_	Requires 4 Ki Gauges & Second Form
Perfect Form (Power-Weighted)	***	No	transform	+30%	P + K + G	_	Requires 5 Ki Gauges & Perfect Form
Kamehameha	**	Yes	attack	412 (300)	P, P, P, P, E	1	Also \rightarrow + P, \rightarrow + P, P, P, E (-1%) or \rightarrow + K, P, P, \leftarrow + P, E (+19%)
Spirit Bomb	***	Yes	attack	1,564 (1,200)	\rightarrow + P, \rightarrow + P, P, K, E	3	Requires either Perfect Form
Ultimate Attack	*	Yes	attack	541 (300)	P, P, K, E	1	_
Negative Power Rain	*	Yes	attack	795 (500)	K, K, K, → + K, E	2	
Lasso	*	Yes	attack	250	P + G	_	Must be near opponent
Cybernetic Radar	*	Yes	attack	659 (410)	→ + K, K, K, E	3	-





SUPPORT CIPTURE

Support capsules are shared among all the characters that can use them, except for Breakthrough capsules. This means that if you buy one Senzu Bean, for example, you'll be able to use it on any character. Support capsules take effect automatically and never consume any of the Ki Gauge. Their powers can never be increased by equipping multiples of the same capsule.

denzu Bean ** Sero's Energy R&D ** Sero's Deflection R&D ** Sero's Deflection R&D ** Sero's Deflect-Back R&D ** Sero's Perloy Water ** Seroius!! ** Seroius!	* * * * * * * * * * * * * * * * * * *	1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	1 1 2	special special defense defense	Recover 1/3 health & 1 Ki upon death Recover full health & Ki upon death Recover Ki upon deflect Automatically deflect Ki Blast Waves Automatically deflect back Ki Blast Waves Slowly drains health of both characters Nullifies effects of Viral Heart Disease Reduces damage sustained Attack power increases when health drops below 1/3 Attack power increases when health drops below 2/3 Attack power increases when health drops below 2/3 Attack power increases during first 10 seconds Attack power increases during first 20 seconds Attack power increases for a fixed time period Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up Guard power up
Senzu Bean ** Gero's Energy R&D ** Gero's Deflection R&D ** Gero's Deflection R&D ** Gero's Deflect-Back R&D ** Viral Heart Disease ** Vaccine ** Super Holy Water ** Serious! ** Serious!! ** Gerois!! ** Gerois!! ** Gerois!!! ** Gage! ** Rage!! ** Rage!! ** Rage!!! ** Gero's Perpetual Energy R&D ** Greakthrough ** Goku only ** Girlash ** Goku, Vegeta, Raditz and Nappa only Goku, Krillin, Yamcha and Tien only General Vest ** Graining Vest ** Graining Vest ** Goku, Krillin, Yamcha and Tien only General Vest ** Goku, Kid Gohan, Teen Gohan, Vege Golyan Heritage ** Goku, Kid Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform ** Evil Tribe Training Uniform ** Evil Tribe Training Uniform ** Evil Tribe Mystery Uniform ** Evil Tribe Mystery Uniform ** Evil Tribe Sturdy Uniform ** Evil Tribe Mystery Uniform ** Evil Tribe Training Uniform ** Evil Tribe Train	* * * * * * * * * * * * * * * * * * *	1	3 1 1 1 1 2 1 1 1 2 3 1 2 3 1 2 3 7 1 1 1 1 1 1 2 3 4 tz, Nappa and 1 1 1	recovery recovery defense defense offense recovery recovery offense offense offense offense offense offense special special special defense	Recover full health & Ki upon death Recover Ki upon deflect Automatically deflect Ki Blast Waves Automatically deflect back Ki Blast Waves Slowly drains health of both characters Nullifies effects of Viral Heart Disease Reduces damage sustained Attack power increases when health drops below 1/3 Attack power increases when health drops below 1/2 Attack power increases when health drops below 2/3 Attack power increases during first 10 seconds Attack power increases during first 15 seconds Attack power increases during first 20 seconds Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up Guard power up Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Gero's Energy R&D Gero's Deflection R&D Gero's Deflection R&D Gero's Deflect-Back R&D Viral Heart Disease Vaccine Super Holy Water Gerious! Serious! Serious!! ** ** ** ** ** ** ** ** ** ** ** ** *	* * * * * * * * * * * * * * * * * * *	60 00 00 00 00 00 00 00 00 00 00 00 00 0	1 1 1 1 2 1 1 1 1 2 3 1 2 3 1 2 1 3 7 1 1 1 1 1 1 2 3 4 4 tz, Nappa and 1 1 1	recovery defense defense offense recovery recovery offense offense offense offense offense offense special special special defense	Recover Ki upon deflect Automatically deflect Ki Blast Waves Automatically deflect back Ki Blast Waves Slowly drains health of both characters Nullifies effects of Viral Heart Disease Reduces damage sustained Attack power increases when health drops below 1/3 Attack power increases when health drops below 1/2 Attack power increases when health drops below 2/3 Attack power increases when health drops below 2/3 Attack power increases during first 10 seconds Attack power increases during first 20 seconds Attack power increases during first 20 seconds Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Gero's Deflection R&D	* * * * * * * * * * * * * * * * * * *	©	1 1 2 1 1 1 2 3 1 2 3 1 2 3 2 1 3 7 1 1 1 1 2 3 4 Nappa and 1 1 1	defense defense offense recovery recovery offense offense offense offense offense offense offense special special defense	Automatically deflect Ki Blast Waves Automatically deflect back Ki Blast Waves Slowly drains health of both characters Nullifies effects of Viral Heart Disease Reduces damage sustained Attack power increases when health drops below 1/3 Attack power increases when health drops below 1/2 Attack power increases when health drops below 2/3 Attack power increases during first 10 seconds Attack power increases during first 15 seconds Attack power increases during first 20 seconds Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Gero's Deflect-Back R&D Aviral Heart Disease Avaccine Super Holy Water Serious!! Arage! Arage! Arage! Arage!! Arage! Arage	* * * * * * * * * * * * * * * * * * *	©	1 2 1 1 2 3 1 2 2 3 3 7 1 1 1 2 2 3 3 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	defense offense recovery recovery offense offense offense offense offense offense offense special special defense	Automatically deflect back Ki Blast Waves Slowly drains health of both characters Nullifies effects of Viral Heart Disease Reduces damage sustained Attack power increases when health drops below 1/3 Attack power increases when health drops below 1/2 Attack power increases when health drops below 2/3 Attack power increases during first 10 seconds Attack power increases during first 15 seconds Attack power increases during first 20 seconds Attack power increases for a fixed time period Attack power uncreases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Viral Heart Disease Vaccine Super Holy Water Serious! Serious!! Asage! Asage! Asage!! Asage! Asage!! Asage! As	* * * * * * * * * * * * * * * * * * *	©	2 1 1 1 1 2 3 1 2 3 1 2 3 7 1 1 1 1 1 2 3 4 4 Nappa and 1 1 1 2	offense recovery recovery offense offense offense offense offense offense offense special special defense	Slowly drains health of both characters Nullifies effects of Viral Heart Disease Reduces damage sustained Attack power increases when health drops below 1/3 Attack power increases when health drops below 2/3 Attack power increases when health drops below 2/3 Attack power increases during first 10 seconds Attack power increases during first 15 seconds Attack power increases during first 20 seconds Attack power increases during first 20 seconds Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Super Holy Water ** Serious! ** Serious!! ** Serious!!! ** Serious!! Serious!!! ** Serious!! ** Serious! ** Serious! ** Serious!! ** Serious!! ** Serious!! ** Serious!! ** Serious! ** Serious ! * S	* * * * * * * * * * * * *	 ∞ 	1 1 1 2 3 1 2 1 3 7 1 1 1 2 3 3 4 4 1 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	recovery recovery recovery offense offense offense offense offense offense offense special special defense	Nullifies effects of Viral Heart Disease Reduces damage sustained Attack power increases when health drops below 1/3 Attack power increases when health drops below 1/2 Attack power increases when health drops below 2/3 Attack power increases during first 10 seconds Attack power increases during first 15 seconds Attack power increases during first 20 seconds Attack power increases during first 20 meroid Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up Guard power up
Super Holy Water Serious! Serious!! Serious!!! Rage! Rage!! A** Rage!! A** Super Kami Water Sero's Perpetual Energy R&D Serakthrough Goku only Ki Flash Goku, Vegeta, Raditz and Nappa only Saiyan Spirit A** Goku, Krillin, Yamcha and Tien only General Vest Graining Vest A** Wysterious Vest Goku, Kid Gohan, Teen Gohan, Vege Saiyan Heritage Kid Gohan, Teen Gohan and Trunks Kid Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform A** Will Tribe Training Uniform A** Will Tribe Wystery Uniform A	* * * * * * * * * * * * *	©	1 1 2 3 1 2 3 1 2 3 7 1 1 1 1 2 3 4 Nappa and 1 1 1	recovery offense offense offense offense offense offense offense offense special special defense	Reduces damage sustained Attack power increases when health drops below 1/3 Attack power increases when health drops below 1/2 Attack power increases when health drops below 2/3 Attack power increases during first 10 seconds Attack power increases during first 15 seconds Attack power increases during first 20 seconds Attack power increases during first 20 seconds Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
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Serious!! ** Serious!!! ** Rage! ** Rage!! ** Rage!!! ** Super Kami Water ** Sero's Perpetual Energy R&D ** Serakthrough ** OGoku only Ki Flash ** OGoku, Vegeta, Raditz and Nappa only Saiyan Spirit ** OGoku, Krillin, Yamcha and Tien only General Vest ** Training Vest ** Sturdy Vest ** Mysterious Vest ohan, Teen Gohan, Vege Saiyan Heritage ** Kid Gohan, Teen Gohan and Trunks of Mixed Blood Power ** Kid Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform ** Evil Tribe Training Uniform ** Evil Tribe Mystery Uniform ** Evil Tribe Ampa only Moon Light ** Raditz and Nappa only Moon Light ** Recoome, Ginyu, Zarbon, Dodoria and Scouter ** Frieza only Evieza's Space Ship ** Hercule only Did Training Vest **	* * * * * * * * * * * * *	©	2 3 1 2 3 2 1 3 7 1 1 1 2 3 4 4xz, Nappa and 1	offense offense offense offense offense offense offense special special defense	Attack power increases when health drops below 1/2 Attack power increases when health drops below 2/3 Attack power increases during first 10 seconds Attack power increases during first 15 seconds Attack power increases during first 20 seconds Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up Guard power up
Serious!!! ** Rage!! ** Rage!!! ** Rage!!! ** Rage!!! ** Super Kami Water ** Gero's Perpetual Energy R&D ** Breakthrough ** O Goku only O Goku only O Goku, Vegeta, Raditz and Nappa only General Vest ** Craining Vest ** Craining Vest ** Craining Vest ** O Goku, Krillin, Yamcha and Tien only General Vest ** Craining Vest ** O Goku, Kid Gohan, Teen Gohan and Trunks of Mixed Blood Power ** O Kid Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform ** Evil Tribe Training Uniform ** Evil Tribe Training Uniform ** Evil Tribe Mystery Uniform ** Evil Tribe Ampa only Moon Light ** Raditz and Nappa only Moon Light ** Recoome, Ginyu, Zarbon, Dodoria and Scouter ** Frieza only Erieza's Space Ship ** Hercule only Did Training Vest **	** * * * * * * * * * * * *	© © © © © © © © © © © © ©	3 1 2 3 2 1 3 7 1 1 1 1 2 3 4 tz, Nappa and 1 1 1 2	offense offense offense offense offense offense special special defense	Attack power increases when health drops below 2/3 Attack power increases during first 10 seconds Attack power increases during first 15 seconds Attack power increases during first 20 seconds Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up Guard power up
Rage!	* * * * * * * * * * * * * * * * * * *	© © © © © © © © © © © © ©	1 2 3 2 1 3 7 1 1 1 2 3 4 4 tz, Nappa and 1 1 1 2 1 1 2 1 1 2	offense offense offense offense special special special defense	Attack power increases during first 10 seconds Attack power increases during first 15 seconds Attack power increases during first 20 seconds Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Rage!! ** Rage!!! ** Rage!!! ** Potential ** Super Kami Water ** Gero's Perpetual Energy R&D ** ** Gooku Nord Spirit ** Gooku, Vegeta, Raditz and Nappa onlow the Sturdy Vest ** ** Gooku, Krillin, Yamcha and Tien onlow Yest ** ** Gooku, Krillin, Yamcha and Tien onlow Yest ** ** Gooku, Krid Gohan, Teen Gohan, Vege Saiyan Heritage ** ** Kid Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform ** ** Evil Tribe Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform ** ** Evil Tribe Training Uniform ** ** Evil Tribe Mystery Uniform ** ** ** Evil Tribe Mystery Uniform ** ** ** ** ** ** ** ** ** **	** ** ** ** ** * * * * * * *	© © © © © © © © © © © © ©	2 3 2 1 3 7 1 1 1 2 3 4 4xz, Nappa and 1	offense offense offense special special defense special defense	Attack power increases during first 15 seconds Attack power increases during first 20 seconds Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Rage!!! ** Potential ** Super Kami Water ** Gero's Perpetual Energy R&D ** Breakthrough ** OGoku only ** OGoku only ** OGoku, Vegeta, Raditz and Nappa only ** OGoku, Vegeta, Raditz and Nappa only ** OGoku, Krillin, Yamcha and Tien only General Vest ** OGoku, Krillin, Yamcha and Tien only General Vest ** OGoku, Krillin, Yamcha and Tien only General Vest ** OGoku, Kid Gohan, Teen Gohan, Veget Saiyan Heritage ** OKIC Gohan, Teen Gohan and Trunks ON OKIC Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform ** OKIC Tribe Sturdy Uniform ** OF IT Tribe Training Uniform ** OF IT Tribe Mystery UNIFORM ** OF IT TRIBE MY	** ** ** ** ** * * * * * * *	© © © © © © © o o o o o o o	3 2 1 3 7 1 1 1 2 3 4 4 1 1 1 1 1 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 1 2 1 1 2 1 1 1 1 2 1 1 1 1 1 2 1	offense offense special special defense special defense	Attack power increases during first 20 seconds Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up Guard power up
Super Kami Water Super	* ** * * * * * * * * * * *	© © © © © © © o o o o o o o	2 1 3 7 1 1 1 2 3 4 4, Nappa and 1	offense special special defense special defense	Attack power increases for a fixed time period Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up Guard power up
Super Kami Water ** Gero's Perpetual Energy R&D ** Breakthrough ** Goku only Ki Flash ** Goku, Vegeta, Raditz and Nappa only Saiyan Spirit ** Goku, Krillin, Yamcha and Tien only General Vest ** Graining Vest ** Mysterious Vest ** Goku, Kid Gohan, Teen Gohan, Vegeta Saiyan Heritage ** Kid Gohan, Teen Gohan and Trunks of the said of t	** * * * * * * * * * * * *	© © © © © o o o o o o o o o	1 3 7 1 1 1 2 3 4 4 Nappa and 1 1 1 1 2 1 1 2	special special special defense special defense	Attack power up, but health slowly drains Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Gero's Perpetual Energy R&D Breakthrough Ax Goku only Ki Flash Goku, Vegeta, Raditz and Nappa only Goku, Krillin, Yamcha and Tien only General Vest Kraining Vest Ax Kraining Vest Ax Mysterious Vest Goku, Kid Gohan, Teen Gohan, Vegeta Kid Gohan, Teen Gohan and Trunks Kid Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform Ax Kid Tribe Training Uniform Ax Kid Tribe Sturdy Uniform Ax Fivil Tribe Mystery Uniform Ax Fivil Tribe Mystery Uniform Ax Fixed Training Vest Ax Color's Regeneration Ax Raditz and Nappa only Moon Light Ax Raditz, Nappa, Vegeta, Ginyu, Record Cold Style Armor Rit Armor Ax Recoome, Ginyu, Zarbon, Dodoria and Gouter Ax Frieza only Frieza's Space Ship Ax Hercule only Cold Training Vest Ax Ax Ax Ax Ax Ax Ax Ax Ax A	** * * * * * * * * * * * *	© © © © o o o o o o o o o o	3 7 1 1 1 2 3 4 4 Nappa and 1 1 1 2 1 2 2 3 4 4 1 1 1 1 2 1 2	special special defense special defense	Infinite Ki, but transform skills become unusable All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Greakthrough Goku only Gi Flash Goku, Vegeta, Raditz and Nappa only Goku, Spirit Goku, Krillin, Yamcha and Tien only General Vest Graining Vest Attractive Vest Mysterious Vest Goku, Kid Gohan, Teen Gohan, Vegetaiyan Heritage Kid Gohan, Teen Gohan and Trunks of Mixed Blood Power Kid Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform Kevil Tribe Training Uniform Kevil Tribe Wystery Uniform Fivil Tribe Mystery Uniform Civil Tribe Mystery Uniform Civil Tribe Mystery Uniform Kevil Trib	** * * * * * * * * * * * *	∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ o o o	7 1 1 1 2 3 4 tz, Nappa and 1 1 1	special defense special defense defense defense defense defense defense defense defense defense	All of the character's skills are useable Opponent's Ki Blast Wave always fails Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
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Gi Flash	y * * ta, Tru conly only	∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞	1	special defense defense defense defense defense d Cell only special special defense defense	Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Goku, Vegeta, Raditz and Nappa onloaiyan Spirit ** Goku, Krillin, Yamcha and Tien only General Vest Fraining Vest ** Graining Vest ** Goku, Kid Gohan, Teen Gohan, Vegetaiyan Heritage ** Kid Gohan, Teen Gohan and Trunks of Goku, Kid Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform ** Evil Tribe Training Uniform ** Evil Tribe Wystery Uniform ** Evil Tribe Mystery Uniform ** Evil Tribe	y * * ta, Tru conly only	∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞	1	special defense defense defense defense defense d Cell only special special defense defense	Attack power up, but guarding becomes unusable Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Gaiyan Spirit ** Goku, Krillin, Yamcha and Tien only General Vest ** Graining Vest ** Kysterious Vest ** Graining Vest ** Kysterious Vest ** Kysterious Vest ** Kid Gohan, Teen Gohan and Trunks Graining Uniform ** Graining Vest ** Kysterious Vest ** Kid Gohan, Teen Gohan and Piccolo Vermal Evil Tribe Uniform ** Kystid Gohan, Teen Gohan and Piccolo Vermal Evil Tribe Uniform ** Graining Vest ** ** ** ** Graining Vest ** ** ** Graining Vest ** ** ** Graining Vest ** ** ** ** ** ** ** Graining Vest ** ** ** ** ** ** ** ** ** **	* * ta, Tru tonly only	∞ ∞ ∞ ∞ sunks, Radit ∞ ∞ ∞	1 2 3 4 4 tz, Nappa and 1 1 1 2	defense defense defense defense defense d Cell only special special defense defense	Guard power up Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up
Goku, Krillin, Yamcha and Tien only General Vest Fraining Vest ** Sturdy Vest ** Mysterious Vest ** Goku, Kid Gohan, Teen Gohan, Vege Saiyan Heritage ** Kid Gohan, Teen Gohan and Trunks Kid Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform ** Evil Tribe Training Uniform ** ** ** ** ** ** ** ** **	* ** ta, Tru * only only	∞ ∞ ∞ ∞ sunks, Radit ∞ ∞ ∞	1 2 3 4 4 tz, Nappa and 1 1 1 2	defense defense defense defense defense d Cell only special special defense defense	Guard power up Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up
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Training Vest ** Sturdy Vest ** Mysterious Vest ** Ogoku, Kid Gohan, Teen Gohan, Veges Saiyan Heritage ** Okid Gohan, Teen Gohan and Trunks of Mixed Blood Power ** Okid Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform ** Evil Tribe Training Uniform ** Evil Tribe Sturdy Uniform ** Evil Tribe Mystery Uniform ** Piccolo's Regeneration ** Oriccolo's Regeneration ** ARaditz and Nappa only Moon Light ** Raditz, Nappa, Vegeta, Ginyu, Recoold Style Armor ** New Style Armor ** New Style Armor ** Recoome, Ginyu, Zarbon, Dodoria and Scouter ** Frieza only Frieza's Space Ship ** Hercule only Old Training Vest **	** ta, Tru only only	∞ ∞ w unks, Radit ∞ ∞ ∞	2 3 4 tz, Nappa and 1 1 1	defense defense defense d Cell only special special defense defense	Guard power up Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Sturdy Vest	** ta, Tru only only	∞ unks, Radit	3 4 1 1 1 1 2	defense defense d Cell only special special defense defense	Guard power up Guard power up Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
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Goku, Kid Gohan, Teen Gohan, Veget Saiyan Heritage	ta, Tru only only *	www.ks, Radit	tz, Nappa and 1 1 1 2	d Cell only special special defense defense	Attack & defense power up when Senzu Bean used Attack & guard power up Guard power up
Saiyan Heritage ** Kid Gohan, Teen Gohan and Trunks of Mixed Blood Power ** Kid Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform ** Evil Tribe Training Uniform ** Evil Tribe Sturdy Uniform ** Piccolo only Piccolo's Regeneration ** Raditz and Nappa only Moon Light ** Raditz, Nappa, Vegeta, Ginyu, Recoon of the Mixed Power Style Armor ** Rit Armor ** Recoome, Ginyu, Zarbon, Dodoria and Scouter ** Frieza only Frieza's Space Ship ** Hercule only Did Training Vest **	* only only *	∞ ∞ ∞	1 1 2	special special defense defense	Attack & guard power up Guard power up
Mixed Blood Power ** Mixed Training Uniform ** Mixed Tribe Training Uniform ** Mixed Tribe Mystery Uniform ** Piccolo only Piccolo's Regeneration ** Mixed Raditz and Nappa only Moon Light ** Mixed Raditz, Nappa, Vegeta, Ginyu, Record Did Style Armor ** Mixed Tribe Uniform **	only only	00 00	1 1 2	special defense defense	Attack & guard power up Guard power up
Mixed Blood Power ** Kid Gohan, Teen Gohan and Piccolo Normal Evil Tribe Uniform * Evil Tribe Training Uniform ** Evil Tribe Sturdy Uniform ** Evil Tribe Mystery Uniform ** Piccolo only Piccolo's Regeneration ** Raditz and Nappa only Moon Light ** Raditz, Nappa, Vegeta, Ginyu, Recood Old Style Armor ** Rit Armor ** New Style Armor ** Recoome, Ginyu, Zarbon, Dodoria and Scouter ** Frieza only Frieza's Space Ship ** Hercule only Old Training Vest **	only ★	∞ ∞	1 2	defense defense	Guard power up
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Normal Evil Tribe Uniform Evil Tribe Training Uniform ** Evil Tribe Sturdy Uniform ** Evil Tribe Mystery Uniform ** Piccolo only Piccolo's Regeneration Raditz and Nappa only Moon Light ** Raditz, Nappa, Vegeta, Ginyu, Record Old Style Armor Rit Armor ** New Style Armor ** Recoome, Ginyu, Zarbon, Dodoria all Gouter ** Frieza only Frieza's Space Ship ** Hercule only Old Training Vest ** ** ** ** ** ** ** ** ** ** ** ** *	*	00	2	defense	
Evil Tribe Training Uniform ** Evil Tribe Sturdy Uniform ** Evil Tribe Mystery Uniform ** Piccolo only Piccolo's Regeneration ** Raditz and Nappa only Moon Light ** Raditz, Nappa, Vegeta, Ginyu, Recoold Style Armor Rit Armor ** New Style Armor ** Recoome, Ginyu, Zarbon, Dodoria all Scouter ** Frieza only Frieza's Space Ship ** Hercule only Did Training Vest ** ** ** ** ** ** ** ** ** ** ** ** *		00	2	defense	
Evil Tribe Sturdy Uniform ** Evil Tribe Mystery Uniform ** Piccolo only Piccolo's Regeneration ** Raditz and Nappa only Moon Light ** Raditz, Nappa, Vegeta, Ginyu, Record Old Style Armor ** New Style Armor ** New Style Armor ** Recoome, Ginyu, Zarbon, Dodoria all Gouter ** Frieza only Frieza's Space Ship ** Hercule only Old Training Vest ** ** ** ** ** ** ** ** ** ** ** ** *					Guard power up
Evil Tribe Mystery Uniform Piccolo only Piccolo's Regeneration Raditz and Nappa only Moon Light Raditz, Nappa, Vegeta, Ginyu, Recoold Style Armor Rit Armor New Style Armor Rulma's Armor Recoome, Ginyu, Zarbon, Dodoria and Goouter Frieza only Frieza's Space Ship Hercule only Did Training Vest		00	2	Managara da	
Evil Tribe Mystery Uniform Piccolo only Piccolo's Regeneration Raditz and Nappa only Moon Light Raditz, Nappa, Vegeta, Ginyu, Recoold Style Armor Rit Armor New Style Armor Rulma's Armor Recoome, Ginyu, Zarbon, Dodoria and Goouter Frieza only Frieza's Space Ship Hercule only Did Training Vest			3	defense	Guard power up
Piccolo only Piccolo's Regeneration ** Raditz and Nappa only Moon Light ** Raditz, Nappa, Vegeta, Ginyu, Recoonly Rit Armor ** New Style Armor ** Bulma's Armor ** Recoome, Ginyu, Zarbon, Dodoria and Goouter ** Frieza only Frieza's Space Ship ** Hercule only Did Training Vest **		00	4	defense	Guard power up
Piccolo's Regeneration ** Raditz and Nappa only Moon Light ** Raditz, Nappa, Vegeta, Ginyu, Recool Did Style Armor ** New Style Armor ** Bulma's Armor ** Recoome, Ginyu, Zarbon, Dodoria all Gouter ** Frieza only Frieza's Space Ship ** Hercule only Did Training Vest **				40.000	Audia portor ap
Raditz and Nappa only Moon Light ** Raditz, Nappa, Vegeta, Ginyu, Recoo Did Style Armor ** New Style Armor ** Rit Armor ** New Style Armor ** Recoome, Ginyu, Zarbon, Dodoria al Gouter ** Frieza only Frieza's Space Ship ** Hercule only Did Training Vest **	**	00	1	recovery	Damage is reduced by consuming Ki instead
Moon Light ** Raditz, Nappa, Vegeta, Ginyu, Recool Style Armor * New Style Armor ** Rit Armor ** Recoome, Ginyu, Zarbon, Dodoria al Gouter ** Frieza only Frieza's Space Ship ** Hercule only Did Training Vest **					and the second s
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Special Coating ★		∞	1	defense	Guard power up
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Nanomachine ★★	*	∞	3	defense	Guard power up
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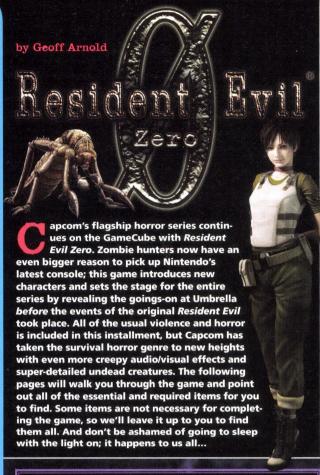
Street Fighter® Alpha 3 scores a triple K.O.! It's the most accurate translation of an arcade game to grace the circuits of the Game Boy® Advance video game system... featuring all new enhanced modes of play — including 3 fighting styles for every character. Maybe nobody's perfect. But as of today, at least one fighting game is.



Violence

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The Train

This is where you begin the game. You'll be spending a lot of time trying to escape the train, so I'll help you to find your way around by briefly describing each train car.

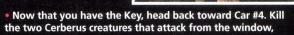
- You begin in Car #4. The door at the rear leads to the Dining Car, but it's locked right now. Head straight south from the starting point and go through the door into Car #3.
- In Car #3 you will encounter your first set of zombies. Shoot all three to pass them, then keep heading south into Car #2.



- In Car #2 you'll locate some of the passengers' rooms. Head into the first room on the left and grab some First-Aid Spray, a box of Handgun Ammo and an Ink Ribbon.
- In the next room you'll find another Ink Ribbon, a Green Herb and some

more Handgun Ammo. Collect the items, then head back into the hall. There is also a typewriter here if you want to save your game.

 Head past the conductor's office and examine the corpse near the electronic door to pick up the Key to the Dining Car (examine the item to reveal this). A cutscene will introduce you to Billy.



Item Management

With two characters under your control, you now have twice as many inventory slots, allowing you to carry up to 12 items as a team. Effectively managing the items that you carry—and their



quantities—is essential in some spots in the game. For example, you don't want to go into an unpopulated area with three or four herbs, especially if you are adept at using your handgun. This can be a waste of your item slots; you may have to make several trips back and forth to one central location to

exchange items if you find something else that you need. Its always a good idea to keep one healing item in your inventory at all times, or a mixture of one or two herbs just in case. At any

given time, both of your characters should have a minimum of five item slots filled. You will always want to carry two firearms, ammunition for each and one healing item. Some other tips that might help you:

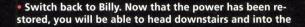


- If the game suggests tossing an item away, do it; you won't need that item again.
- Try to keep all of your items in a central location, like the main hall or the dining room of the training facility. You'll know where they are and will have access to them.
- After you have upgraded your handgun to the custom handgun, resist the urge to toss the other one away. Its better to waste 9mm bullets than shotgun shells.
- If your inventory is full and you find something that you need to pick up, try combining all of your ammo and giving it to one character to free up an item slot.

grab the Bullets from Edward's body near the conductor's office and continue on. Watch for zombies in Car #3. If you need to, take the stairs up near the door and grab a Green Herb from the second floor of the train.

- Use the Key to open the door leading to the dining car and view another cutscene with Billy. Grab the Notice to Supervisors from the table and head upstairs.
- Once you are upstairs, grab the Ammo from the bar and move toward the rear of the car. You will be attacked by a Humanoid Leech. Pump about nine rounds into the creature, after which Billy will hear the gunfire and come to assist you.
- With Billy left behind in the dining car, have Rebecca head out the window near the rear of the car and climb the ladder that leads to the roof. Crawl through the rain to reach the end of the car.
- Reconnect the power cable at the end of the car. Rebecca will be attacked and will fall into the service cabin. You'll be spending some time here, so get comfortable. Grab the Handgun Ammo, Green Herb, First-Aid Spray and Conduc-

tor's Key. Look for the dumbwaiter in the corner.





kitchen. Head into the kitchen and look in the northwest corner for the dumbwaiter. Note: The kitchen is a good place to store items if you run out of room, since it's easily accessible and contains the dumbwaiter. Drop any items here if you need to.

- Have Rebecca send some Bullets, the Conductor's Key and a Green Herb down the dumbwaiter to Billy.
- Have Billy head back through the train to Car #2. Locate the
 conductor's office. Grab the Train Map from the wall and the
 Briefcase from the closet. If you have room, also snag the
 Green Herb from the desk. Hit the switch near the wall to access the ladder nearby. Take the ladder up to the second floor
 of Car #3.
- Sneak through the room and head through the door at the end of the bar car. Grab the Ice Pick from the cart near the door and head into the nearby room.
- Drop any unnecessary items here (Ice Pick, extra Bullets, etc.), then pick up the Hunting Gun and the Shotgun Shells.

Equip the gun and make your way back into the bar car. Make sure you have a Green Herb before you leave.

 You will have to fight a giant scorpion here.
 The easiest way to kill it is to let the scorpion attack, then get right in its



ugly face, aim down at the creature with your shotgun and fire as quickly as possible. Bill will take a few hits during this melee, but he is pretty tough and can take a lot of damage before he becomes weary. After you have fired a couple of rounds, retreat to the rear of the car and reload, then repeat the process.

- Head back to the First Class Cabin and grab the Ice Pick and any other items you can carry, leaving the Hunting Gun and Shotgun Shells behind. Pick up the Panel Opener near the ladder, then head back down.
- Make your way back through the train to reach the kitchen. Send the Ice Pick up to Rebecca and have her use it on the door to escape the service cabin.
- Run down the stairs (avoiding the flaming

zombies) and meet up with Billy in the kitchen. Have Billy use



the Panel Opener on the floor panel near the fridge and jump down into the crawl space.

- Kill the two Cerberus creatures nearby and grab the Gold Ring from inside the cage. Also pick up the gasoline tank from the floor nearby. Go out of the door at the rear of the car.
- Have Rebecca operate the release lever near the rear of the car and move Billy over to pick up the Hookshot when the mechanism has been released.
- Make your way back to Car #3. On the way, grab the empty bottles from the fridge and combine them with the gasoline to make Molotov Cocktails.
- Take out the zombies in the car and use the Hookshot from the window by the stairs. Crawl along the train and drop down into the cabin. Search the closet to pick up the Jewelry Box, then examine the box to grab the Silver Ring.
- Use the Gold and Silver Rings on the Briefcase to earn the Blue Keycard. Head out the door and make your way back to rejoin your other character.
- Move to the front of the train and use the Blue Keycard to unlock the door leading to the engine compartment. View the next cutscene, then make your way to the engine room.
- Grab the Magnetic Card and Handgun Ammo from the cabin, then send Billy to the back of the train to operate the brake controls. Watch for zombies on the way.
- Once outside, use the Magnetic Card on the left control panel to access the brakes. The code combination is random here, so use the following key to shut down the brakes:



If the number is 36, enter the number 3 nine times, then enter 9. If the number reads 67, enter the number 7 nine times, then enter 4. if the number reads 81, enter the number 8 nine times, then enter a 9.

• Now switch back to Rebecca and have her access the control panel to shut off the main brake.

- If the number is 42, enter the 4 nine times, then enter 6. If the number reads 53, enter 5 nine times, then enter 8. If the number reads 67, enter 7 nine times, then enter 4.
- After shutting off the brakes, the train will crash and you will find yourself in the sewer. Follow the path through the sewer to reach the mansion.

Umbrella Training Facility

Once you have made it inside the mansion, your adventure will really begin. To make things easier, grab as many items as you can (including the Hookshot-you will need it later) and transport them to the bottom floor of the mansion.

- You begin in the facility lobby. Save your game using the typewriter nearby and drop any unnecessary items.
- Head upstairs and through the west door to locate the sitting room. Grab the Notice from the table and the Handgun Ammo, then snag the Crank Handle from the southeast corner of the room. Run out of the room quickly



- to avoid being attacked by crows.
- Head back down to the first floor of the building and take the east doors to reach the dining hall.

- Grab the Handgun Ammo from the room, kill the undead creatures inside and head out the north door.
- Follow the hallway around to the east and into the storage room nearby. Kill the zombies inside of the room and grab the Gasoline, Black Statue and Shotgun from the shelves.
- Head back down to the main entrance. Leave the Gasoline by the typewriter and leave the Black Statue by the statue of justice.
- Now head through the double doors near the statue of justice to locate the conference room. Grab the Shotgun Shells near the typewriter, save your game if you like, then head out of the room by way of the door in the southwest corner.
- Shoot the zombies in the hall and go through the double doors in the center of the hallway to enter the library.



- Grab the Facility Map from the podium and look for the Microfilm A on a stand near the northwest corner.
- Head over to the lift and have Rebecca stand inside while Billy operates the lift.
- As Rebecca exits the lift, she will be attacked by a Plague Crawler. Stay in the lift and shoot the creature repeatedly to kill it. As soon as you head east into the room, you will be attacked again. Use the same tactics to defeat the second creature, then head out of the northeast door.
- Run across the balcony to the north door. There are Herbs here, but you won't want to stop and pick them up right now since the balcony is swarming with crows.
- Head down the stairs in the breeding pool room to reach the entrance hallway. (Avoid the doorway that leads to the eastern part of the training facility for now; you will need Billy's backup to take out the creatures on the other side of that door.) You'll have to open the door to make your way back to the beginning.
- Switch back to Billy and have him rejoin Rebecca in the main entrance hall. Now head back through the door that Rebecca just came through and take the northeast door to reach the studio.



• Grab the Grenade
Launcher from the couch,
the Shotgun Shells from
under the desk and the
Napalm Grenades near
the wall. Also pick up the
White Statue from the
table near the blue door.
Return to the main hallway and drop off the
Statue near the statue of

justice, leaving any unnecessary items behind.

- Head back up to the third floor breeding room. Equip Billy with the Shotgun and Grenade Launcher, then have him activate the winch in the breeding room.
- Send Rebecca down the ladder into the breeding pool to snag the Facility Key, then prepare to do battle.
- A giant centipede will appear and grab Rebecca—its up to

Billy to save her. Equip the Grenade Launcher and follow the beast around until you are in one of the many corners in the room. The centipede will scurry around the room, then pause at either end to chew on Rebecca for a bit. This is your cue to attack! Aim for the belly of the creature and fire a Grenade, then run to another part of the room. Repeat this pattern until you have exhausted your Grenades. If you run out of Grenades and the creature is still alive, switch to your Shotgun to finish

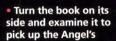




- Head back down to the lobby and save your game, then make your way back over to the dining room. Use the Facility Key to open the door. Grab the Lighter Fluid from the table and use it on Billy's Lighter, then grab the Empty Bottles from under the table.
- Return to the main entrance and make some more Molotov

Cocktails, then head back to the library.

- Light the candle near the west door with the Lighter to unlock the door.
- Kill the zombies inside the room, then climb up to the small loft. Have Billy push the far bookcase out of the way and grab the Book of Good.



Wings. Combine the Angel's Wings with the White Statue to complete the statue of good.

• Head out of the library and down the hall to reach another locked door. Use the Facility Key to open it.



 Once inside the room, have Rebecca climb over the table to the other side near the stuffed moose. Now switch back to Billy and have him push the table over to the moose. Grab the Iron Needle from the antler, then head back down into the lobby.

 The Iron Needle is used as a makeshift second hand on the clock in the clock room. The only way to get back there is to

take the stairs on the second floor of the east side of the facility through the breeding room.

• Go back to the breeding room and make your way back across the balcony to the clock room. Watch for crows!



 Use the Needle on the clock in the room and set the time to 8:15. This will open up a couple more doors in the facility, allowing you to explore further.

- Head back toward the main entrance. After you exit the door on the second floor in the main hallway, head south and enter the now-unlocked room at the end of the hall.
- Take out all the zombies here, grab the Verse of Poetry, the Shotgun Shells and—most importantly—the Microfilm B from the table nearby.
- Now go down to the first floor and go through the west

door near the main lobby. Be sure to bring both pieces of Microfilm with you.

 Avoid entering the bathroom unless you need some more ingredients for making Molotov Cocktails or a Green or Red herb. Head straight for the projection room



at the end of the hallway. Be extremely careful in this hallway, as you may be attacked by Humanoid Leeches at some point.

 Once inside the projection room, kill the zombies and use both pieces of Microfilm on the projector. Grab the MO Disk and head back into the conference room on the second floor.

the job.

 Use the Disk on the central computer at the podium, then enter the correct code given from the Microfilm Image. Position your characters so that they are both in

front of the correct terminals. Acti-

vate one terminal, then switch to the opposite character and activate the other. This will unlock three more doors in the facility.

 Head out of the now-unlocked door near the west wall. Take out the zombies in this hallway, then enter the first room you find. • In the room with the giant chessboard, grab the Grenades and Ink Ribbon if necessary. Have Billy move to the chessboard and slide the king down two spaces past the black pawn, right one space, then up two spaces. Grab the Book of Evil from under the chessboard and head out. Open the Book to pick up the Black Wing.

- Now follow the hallway to reach the end and go into the room. Grab the Notes, the First-Aid Spray (if necessary) and the Green Chemical in this room.
- Head back to the main entrance and combine the Black Wing with the Black Statue to get the Statue of Evil. Place it on the justice scales opposite the Statue of Good to open the path leading to the facility basement.



Training Facility Basement

The basement isn't too large; however, finding things may be a bit difficult due to the abundance of creatures. Stick together and use your head to make it out alive.

- As soon as you enter the basement, you will be attacked by three giant spiders. Shoot them quickly before they can bite you or spit acid at you.
- Follow the corridor until it ends to reach the observation room. Grab the bullets and the basement map from the wall.
 - Head out of the room using the north door. In the next room, give Rebecca a boost to reach the air vent nearby. She will end up in the torture chamber.

 Head over to the south wall near the door to pick up an Instruction Booklet for the power regulator, then cruise over to the south wall to locate the regulator. To unlock the nearby door and turn off the boiler in the basement, set

all of the switches in the "Up" position except for Switch 3, which should be "Down."

After a cutscene, the next segment is a race to save Rebecca from falling to her death. You will have to move quickly to save her. Exit the observation room and head back down the corridor. Now take the east door to reach the lab.

 Pick up the Handgun Ammo and Shotgun Shells here, kill the zombies nearby, then head back out of the room. Retrace your steps back to the main floor of the training facility.

 Run to the dining room and take the north door that leads to the boiler room. Go down into the boiler room and take the stairs down to the basement.



 Switch to your Shotgun and kill the Eliminators in the first basement room. Go west through the room, then take the short corridor around to the northeast to find the door that leads to Rebecca.

- After the cutscene, head back into the previous room with the animal statues. Use Billy's Lighter to light fires near the animals in this order: deer, wolf, horse, tiger, snake, then eagle. This will unlock the south gate in the room.
- Take the south corridor and enter the first room on your right. Grab the Unity Tablet from the fireplace.
- Exit the room and reenter the south corridor. Open the door at the end of the hallway and pick up a Diary from inside the room.



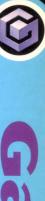
• Retrace your steps down the hallway and locate the north door (near the room where you rescued Rebecca). It leads to a set of stairs that take you down to the third floor basement.

385

- Take out the two giant spiders in the hallway and enter the first room on your right.
- Switch to your Shotgun and blow away the Plague Crawlers. Pick up the Locker Key from on top of the crate (and the First-Aid Spray if you need it), then head back into the hallway.
- Enter the weapon room at the end of the hall. Climb the stairs and pick up the random ammunition lying around, then use the Locker Key on the locker near the control panel. Grab the Briefcase inside.
- Enter the code "385" to unlock the Briefcase and get a Handgun Kit. Combine the Kit with one of your Handguns to earn the Custom Pistol.
- Leave Rebecca near the control panel and send Billy down into the

locked pens below. Have Rebecca activate the control panel and press the "left" button. This will allow Billy to pick up the Acid Grenades. Switch back to Rebecca and have her hit the "left" button again to allow Billy to enter the inner pen.

- Next, equip your Shotgun and press the red button near Billy's position. This will release two Hunter creatures. Blast them with the Shotgun to destroy them, then pick up the Blue Facility Key from inside the Hunter's pen.
- Retrace your steps and reunite with Rebecca, then head back to the main entrance of the facility.







Training Facility

Your whole purpose here is to explore the rest of the mansion and find the other Tablets which will allow you to make your way into the lab.

 Head up to the northeast door on the second floor of the mansion. Go into the corridor and take the first door on your right.

 Make your way through the statue room and open the east door with the Blue Key.

 Go into the first door on your right and take out the Humanoid Leech, then grab the Vise Handle from the shelf in the media room.

 Head back out into the hallway and take out another Humanoid Leech (leave Rebecca behind so she doesn't take damage), then go into the west room nearby.

then regroup before the panel closes.

go into the west room nearby.
Split up your team and have Billy play the piano; this will open a passage nearby. Have Rebecca enter the wine room to grab some Magnum Bullets and the Battery,

• Go back out into the hallway once more, then take the north door and follow the hallway west to reach the next room.

 Pick up any healing items and ammo here that you need, then follow the hallway back and take the north door to reach the machine room. Watch the hallway for another Humanoid Leech!

Take out the zombies inside, grab the Shotgun Ammo, then

have Billy use the Vise Handle on the vise on the corner of the room. This will let you pick up the Obedience Tablet.

• Retrace your steps again to the main entrance of the mansion.

 If you want to, you can head back up to the third floor near the breeding room and grab some Bullets from the lab room nearby. Take out the Plague Crawlers in this area with your Shotgun so you won't have to deal with them later.

• Take the south door in the main entranceway to exit the mansion. Go east and look for the lift controls. Insert the Battery into the slot and activate the lift. The lift will lower a crate that you can position. Move the crate over to the stone pillar closest to the entrance and climb to pick up the Discipline Tablet.

• Take all three Tablets to the third floor. Head through the

south door and into the observatory. Climb down the ladder and insert all three Tablets into the machine to unlock the door leading to the lab.

 Don't go into the lab just yet. Instead, go back down to the main entrance and grab whatever weapons and items you need (like

a Grenade Launcher and Grenades) and bring them back here. Drop the items in the observatory or outside the door in the breeding room; This will save time



Laboratory

In this area you must collect more information about Umbrella and its unspeakable machinations. There aren't too many creatures here to worry about.

 Head across the bridge toward the church. Split your team up and have Rebecca enter the small building just east of the church. Move her to the top left tile and have her stay there; this will unlock the church door.

 Switch to Billy and have him enter the church. Run through the church and move through the east door. Save your game here, then pick up the Grenades and Ammo nearby. Equip the Grenade Launcher and prepare for battle.



When you reenter the church, you will have to fight a giant vampire bat. Luckily, the bat isn't too tough; you should be able to defeat it without too much worry. The quickest way to kill the creature is to aim your Grenade Launcher into the air and lob Napalm Grenades at the giant rodent. When the bat gets close, it will pick you up, fly you around for a bit, then drop you back down to the floor. You will take damage from this, but Billy is tough. The giant bat will also summon swarms of normal bats to distract you. Ignore these winged vermin and continue lobbing Grenades at the boss.

 Once the bat has been destroyed, use the Hookshot near the church entrance to gain access to the roof. Climb down the ladder and flip the switch near the elevator to restore power.
 Reunite with Rebecca and take the elevator down to the lab entrance, bringing the Hookshot with you.

• Enter the first room you come to (near the Green Herb) and grab the Diary Page from the table .Save your game and stand under the hole in the ceiling. Split up the team, switch to Rebecca (this is important, since she is the only one able to gather the Red Chemical) and use the Hookshot to pull yourself up to the second floor.

• Grab the Diary Page from the chair and the Gas Tank from the shelf. Run past the Humanoid Leech and pick up some Empty Bottles from the wall nearby. Make Molotov Cocktails and toss them at the Humanoid Leech. Grab the Leech Capsule and the Lab Map, then head into the hallway.

 Go through the north door to the machine room.
 You can save your game here. Now head out through the door and back into the hallway. Take the west door to reach a large room.

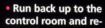


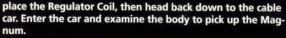
- Stomp the zombies in the room and grab the Leech Growth Records from the table. Also grab the Shotgun Shells and check near the gas controls to claim the Red Chemical. Combine the Stripping Agent with the Leech Capsule to form the Blue Leech Charm.
- Enter the double doors in the room to reach the operating room. Take out the three zombies here and pass the Shotgun Shells, Molotov cocktails and Blue Leech Charm down to Billy.
- Leave the room, then go back down the hallway and look for a button near the rail.
- Switch back to Billy and leave him positioned in the hallway near the elevator. Equip your Molotovs.
- Now have Rebecca flip the switch, which releases a Humanoid Leech. Switch back to Billy and have him toss the flaming Cocktails at the creature. Once it has been destroyed, move Billy to the hallway where the Leech came from.
- Move to the end of the hallway and use the Blue Leech Charm on the blue door with Marcus' bust. Enter the room.
- Grab the Regulator Coil from the bookshelf and the Handgun Bullets from the desk, then go through the south door.



- Kill the two zombies in this room and grab the Green Leech Charm from the statue's hands.
- Head back to the library and send the Charm to Rebecca.
- Switch to Rebecca and enter the green door that contains Marcus' likeness.
- In this room you are looking for the Sterilization Agent.
 Take out the zombies, grab the Agent and Bullets, then head back to the room with the poisonous gas (where you picked up the Red Chemical).
- Use the Sterilization Agent on the machine to make the nearby room sterile, then head inside and grab the Breeding Room Key. Kill both zombies nearby.

- Head out into the main hallway and use the Breeding Room Key to unlock the breeding room.
- Sneak around the right corner and quickly take out the two
 Hunter creatures here. Grab the Dial from the
 nearby pen and pick up the BOW Report.
 - Go back to the operating room and send the Dial to Billy.
 - Switch back to Billy and have him use the Dial on the door near the blue door. Enter the combination "4863" to unlock the door.
- Pull the lever near the door to move the platform, then check the area where the ladder was previously to pick up the Output Regulator Coil. Now climb the ladder and have Billy remain in place. Switch to Rebecca and have her join him.
- Save your game using the typewriter in this room, then move over to the lower northeast corner of the room. Use the Hookshot here and have Rebecca hoist herself up into the office.
- Grab the Shotgun Shells, activate the power supply to the cable car by adding the Input and Output Circuits and unlock the door. Drop the Hookshot, then save your game one last time and head down to the cable car. Make sure Rebecca has Molotovs and the Shotgun at this point.
- As soon as you unlock the door, Billy will be attacked. As soon as you gain control of Rebecca, use the Molotov Cocktails to deal with the Humanoid Leech that corners you.





 Ride the car to the other side to reach the factory.



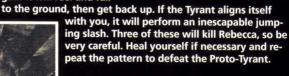


Factory

The factory serves as a bridge between the previous level, the mansion and the final level

- Take the stairs up to the first floor. Enter the large room and head for the south platform. Ride this down to the lower level.
- Follow the path to reach the control room. Grab the Factory Key near the video monitors and go back up into the previous room. Watch for the two Hunters to attack after you pick up the Key.
- Return to the large room by way of the lift. Head into the panel room and collect any items you may need. You can also save your game here.
- Use the Key on the control panel nearby to gain access to the lift.
- Ride the lift down to the lower floor and reunite with one of your S.T.A.R.S. team members. Grab the Elevator Key and use it to call the elevator. Equip your Magnum or Shotgun at this point and prepare to fight.
- The next monster you have to fight is a Proto-Tyrant. This creature is ex-

tremely tough and may take some time to kill. Since you are confined to such a small area, you should run in a tight circle around the outside of the room. Once you sneak up behind the monster, blast it with your Magnum or Shotgun. It will reel and fall



• Take the elevator to Level 2 (you start on Level 3) to grab some Magnum Bullets, then head back to Level 1. Level 1 will take you to the main floor of the mansion, so if you need to pick up any extra items, you'll be able to gain access to them from here.







Treatment Plant

and wandering around may get confusing. This is the final stage, so be prepared to fight multiple creatur

- Head through the doors and into the control room. Save your game and access the control panel. The power grid is set up into eight rows (horizontally) and five columns (vertically). Restore power to the following three points: row two, column two; row seven, column two and row six, column four.
- Ride the lift down to floor B6. Clear the room of zombies and head through the west door.
- Follow the pathway along and take out the Humanoid Leech in the corridor. Follow the corridor until it ends to locate the employees' lounge. Grab the Map off the wall and take the stairs down to reach floor B7.



- Take the south door to enter another room. Grab the Shotgun Shells from the cabinet, then head through the south door and down the stairs to reunite with Billy.
- Head back to the water tank room now that you have Billy's company.

Split up your team and have Billy climb down into the water tank while Rebecca operates the controls above.

 Have Billy push the metal crate against the wall, then have Rebecca move the access gate to the right. Now move over to the other side of the box and have Billy push the box up to the wall near the ladder. Next, position the



crates so that all of the wooden crates are near the south end of the well. **Switch**

hack

to Rebecca and have her rotate the gate to the left. Push the crate nearest the gate to the east wall. Switch back to Rebecca once more and rotate the gate to the left, then have Billy push the crate to the south wall so that it lines up with the others. Have Billy exit the tank and have Rebecca fill the tank. The water should cause the boxes to float, creating a makeshift "bridge" that will lead you over to the Valve Handle. Pick up the Handle.

- Go back to the employees' lounge and exit the door. Kill the three zombies outside and use the Handle on the door nearby.
- There is a slew of zombies in this next room. Use the Shotgun to damage multiple enemies at the same time and use your Handgun as backup.
- Climb up the ladder and retrieve the Red Chemical from the storage tank, along with another Investigator's Report. Climb back down the ladder and head out of the east door.
- Kill the two Hunters in the hallway and head into the next room. This room contains some heal-

ing items and a save point. Save your game, collect some items and head out of the south door.

- Make your way down the stairs and into the gondola control room. Kill the zombies inside of the room and have both characters ride the lift down to the lower treatment rooms.
- Skip the first door and head for the right side of the treatment room. You will encounter the Proto-Tyrant once again, but this time you have Billy as backup. Repeatedly blast the monster with Magnum and Shotgun blasts to defeat the creature quickly. Now head into the back corner of the room and press the button to lower the ladder. Climb up and grab the Motherboard, then return to the gondola control room.
- Replace the Motherboard in the gondola control room and send Rebecca to the other side.
- Have Rebecca manipulate the controls so the dam waters will recede.
- Switch back to Billy and take the lift back down, then out of the west door and across the bridge. You'll have to run fast to avoid the giant frog that will pop out of the water here.
- Kill the zombies in the next room, collect the Shotgun Shells and head out of the northwest door.
- Run through the next room and up the stairs. Blast the Plague Crawler and go through the south door to reunite with Rebecca.
 - Head back into the previous room and snag some of the Blue Chemical near the door to create Sulfuric Acid. Also grab the Water nearby. Mix the Sulfuric Acid and Water together to create some Battery Fluid.
 - Head back downstairs and boost Rebecca so she is able to reach the shelf. Grab the Battery, take out the Plague Crawlers, then combine the Battery with the Battery Fluid to create a High-Power Battery.
 - Now go back up the stairs, unlock the north door and find the forklift (in the room below the employees' lounge).
 - Place the **High-Power Battery in** the forklift and give Billy a lift to snag the Keycard.



 Retrace your steps back to B9. Look for the magnetic card reader and use the Keycard to unlock the

door. You're about to fight the final boss, so try to take a Grenade Launcher, Shotgun, Magnum and some healing items.



 Grab the Magnum **Bullets from the area** by the door and prepare to battle.

Queen Leech

The Queen Leech is pretty tough and can do a lot of damage quickly. As soon as the battle starts, fire as quickly as possible. Have Rebecca concentrate on getting behind the creature and shooting it in the back. Have Billy fire at the



creature with the Shotgun from the front. After absorbing a lot of damage, the Queen will grow a set of tentacles from its back. Avoid these at all costs, as the Queen will now be able to pick you up and choke you for major damage. If it grabs you, repeatedly mash the buttons to free yourself. After you have pumped enough rounds into the Leech, it will collapse.

 Grab both Shaft Keys and use both Keys at the same time to enter the last room. Collect all possible healing items and Ammo, then save your game and prepare for the final battle. Activate the lift when you are ready.

Queen Leech Revisited



vated, the Queen will attack once more. After you have come to a rest, you will need to repeatedly blast the creature with your Shotgun and Magnum. Continue blasting the creature and avoiding its attacks until a cutscene appears.

she unlocks all four

valves in the room.

Use all of your

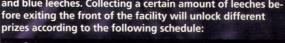
Once the lift is acti-



Hunter" will be unlocked after you clear the game in any mode. The premise behind Leech Hunter is this: You start off in the Once the cutscene has training facility and your ended, you'll have to goal is to go from room to protect Rebecca while room looking for green

A mini-game called "Leech







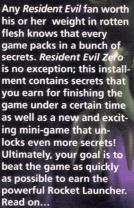
weaponry here to distract the Queen (the **Grenade Launcher and** Shotgun work well here), because if Rebecca takes some hits she will have to start over on the valve that she was working on. Run around the room as much as possible and blast the Queen from all sides to command her attention. Switch guns when you run out of ammo and keep her away from Rebecca while she opens all four valves. Unlocking all four will flood the

chamber with light

the game.

and you will complete

Bonuse









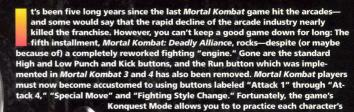
and blue leeches. Collecting a certain amount of leeches before exiting the front of the facility will unlock different

# of Leeches	Grade	Secrets Unlocked
1-29	E	Able to locate Machine Gun Bullets
30-59	D	Handguns have unlimited ammo
60-89	C	Hunting Gun has unlimited ammo
90-99	В	Magnum Revolver (room 202 of train)
100	Α	All weapons have unlimited ammo

Game Time Secrets						
Finish Time	Grade	Secrets Unlocked				
9:01 +	D	Closet Key, Mini Game				
7:01 to 9:00	C	Closet Key, Mini Game				
5:01 to 7:00	В	Closet Key, Mini Game				
3:31 to 5:00	Α	Closet Key, Machine Gun, Mini Game				
3:30 or less	S	Closet Key, Machine Gun, Rocket Launcher, Mini Game				

The key to beating the game in less than 3:30 is to play through the Leech Hunter mini-game. You'll want to have unlimited ammo for all of your weapons so you can just breeze your way through and earn that Rocket launcher!





special attacks and combos—it also gives you a goal to achieve when you finish Konquest Mode with all 21 selectable characters! Since this is the first all-new one-on-one Mortal Kombat fighting game that is exclusive to home consoles, there is a larger concentration of secrets and replay incentives skewed toward the one-player mode. Players have the ability to earn six different types of "koins" which can be used to purchase items in the "Krypt," which holds secret characters, alternate costumes and exclusive artwork and videos for the entire Mortal Kombat series in all stages of the develop ment process. In this strategy guide, I'll explain how to unlock the secret characters, discuss specific two-player "vs. mode" tactics, reveal the most important items to purchase in the Krypt (alternate costumes, hidden characters and bonus kurrency) and divulge each character's "fatality!" Note that the following information should apply to the PlayStation 2, GameCube and Xbox ver-

GHTING STYLES

BY

JASON WILSON



COMBO SYSTEM/GAMEPLAY

Regardless of what you may have heard, Deadly Alliance is not entirely based upon the mechanics of other 3-D fighting games. Elements of Tekken, Virtua Fighter and Soul Calibur have been incorporated and have a slight effect on gameplay, but this feels like a new style of fighting game—and no fighting-game series has ever been bold enough to make as many changes to its fundamental gameplay mechanics. Fortunately, Deadly Alliance still maintains the fast pace of Mortal Kombat; combos are still based on attacking after countering, with the same type of juggles and auto combos that have been implemented throughout the series.





Street Fighter fans will recall that the character Gen was given two different fighting styles when he graduated from the original game to his role as a player-con-

sions of the game.

trolled character in the Street Fighter Alpha series. **Deadly Alliance has** simplified and expanded this con-

cept: Every character in the game has three different fighting styles. With the exception of the two hidden charac-



ters Blaze and Mokap (who have no weapon available), the third style in each fighter's set is weaponbased. Simply press the Change Style button and you will have a whole new set of moves to choose from! Check the moves list from the Pause menu at any time to view the moves that correspond to each style.



Juggles

As in previous Mortal Kombat games, you can juggle your opponent in the air, but you will need to begin each juggle with one of the four attack buttons. Most of the time,



the juggle will being with Attack 1 and may continue with Attack 4, and so on. In Kon-



quest Mode you have the opportunity to learn some basic juggling techniques with each

character; I highly recommended that you do so before you begin playing any games in Arcade Mode.



hrowing/blocking throws

With the omission of Low Punch and Low Kick, most characters can now throw by pressing the Special Move button when close to your opponent.





Throws do little damage, and can be blocked by simply pressing ← + Block. The only throws that require to you to block low (+ Block) are Drahmin, Jax and Hsu Hao's special throws.



Added late in the Deadly Alliance development process, the "dash" maneuver can be done by pressing ← ←. This allows you to avoid sticky kombat situations in which you may be vulnerable to an onslaught of moves or an auto combo. You can only dash backwards; you can not dash or run forward.







- 1) ↑ + Attack 4 (Front Thrust Kick)
- 2) ← → + Attack 1 (Spear)
- 3) Change Style twice to Ninja Sword
- 4) Attack 4, Attack 1, Attack 1, Attack 3
- 5) Change Style + ↑ + Attack 4 simultaneously to connect to another Front Thrust Kick
- 6) ← + Attack 4 (Backside Kick)
- 7) ↓ ← + Attack 2 (Summon Hellfire)
- 8) Change Style + Special Move simultaneously to perform the Shove right before the Summon hellfire ends
- 9) ↓ ← + Attack 2 (Summon Hellfire)

This wild combo would be impossible to perform if you tried to change styles before the Front Thrust Kick in step 5 or before the Shove in step 8. By pressing the Change Style button along with an attack button, you can trick the game into connecting attacks and form unnatural combos that'll leave your opponents scratching their heads. Try this trick with different characters to find other applications!



SECRET CHARACTERS

To unlock the hidden characters Blaze and Mokap, you must finish all 218 missions in Konquest Mode. Once you've done this, highlight Cyrax at the character-select screen and press Down to reveal Blaze, or highlight Raiden and press Down to select Mokap.



CHARACTER BALANCE

To get novices started, Midway has included character ratings at the characterselect screen so players can gauge how



difficult it is to use each character. By choosing Scorpion, who has a rating of 1, you'll find that he is one the easiest characters to use...and one of the most deadly. Drahminwho has a 5 rating—is very difficult to use ef-



fectively because he does not have any auto combos and relies strictly on juggles. In terms of power and

overall ability, there's not much disparity between most of the characters, but here is a list of what I feel are the top fighters in the game, grouped from best to worst.

IST TIER Hsu Hao

Scorpion Sonya Bo' Rai Cho Reptile

Shang Tsung

Mavado Quan Chi Jax Raiden Blaze

3RD TIER

Frost Kung Lao Sub-Zero Mokap Kano Li Mei Drahmin Kenshi 4TH TIER

Cyrax **Nitara** Kitana

MORTAL KOMBAT: DEADLY ALLIANCE O8

If you still haven't gone into Konquest Mode to practiced the new techniques with each character, the following section will answer all of your questions regarding the new gameplay engine of Mortal Kombat: of previous Mortal Kombat games and where in Deadly A ou can actually find some of the remaining techniques.

characters still have them, but they are only available with hting style, and some have been replaced with certain moves take on the properties of the sweep without necessarily performweep maneuver itself. For example, Sub-Zero's old sweep is ormed by pressing ← + Attack 4—but only in his weapon

Kombat franchise, Midway is king sure that this series does no fer the fate of Killer Instinct, w ter Killer





ning the throw. The only exceptions to this rule ar d Drahmin, who have throws as regular mov the regular Attack buttons.

A: Ah, yes.. .good ol' **Down** + High Punch. Alas, it is no more. The "uppercut" move still lives with certain t it takes on the effect a juggle-type maneuver; that is, it ws you to hit your opponent mulle times out of the air, but it only flicts 4-7% or all damage. Certain aracters still have this



e: check the in

Well, for starters, Mortal Kombat: D e is entirely in 3-D. ng the D-pad Up or



on your posinbo has always *Mortal Kombat* to avoid it; this is ame, and the ability opponent in a corner

ct of 2-D fighting n nics. If you truly crave combos, there is a minor ga eplay aspect that can be d if your opponent is not smart enough to move away from the ; if you perform an auto combo repeatedly, it can register as a combo each time a hit connects. This ends up allowing standard n-hit auto combos to register as 14-hit combos instead

ak in this gam

of Mortal Kombat, believes that previous es in the series had become too ctile-oriented. He told us that that he wanted Deadly Alliance to at the purpose of most projectile



attacks, anyway. Therefore, the offensive damage in the game is mostly done when basic moves or auto combos are performed on your opponent, discouraging "turtle"-type players and allowing the game to become more of a brawler as opposed to a projectile-fest. Standing back and hurling projectiles won't get you far in this game!



strated







Hapkido, Pi Gua

Ninja Sword

Shotokan, Dragon

Kori Blade

Not only is Scorpion a great character for novices to experiment with, but he is also mega cheap and ultra powerful in the hands of an expert player. The majority of Scorpion's strength is in his juggles. Any type of major juggle setup begins with either the spear or Front Thrust Kick. Many of the regular moves in the Pi Gua style

will knock your opponent down (such as the Knife Hand Chop), so keep this in mind if you want to



be able to floor your enemies at will. Scorpion's spearthough easily dodged by tapping either Up or Down on the D-pad—will cause a world of hurt if it gets you, due to his massive combo ability. Use the Summon Hellfire for free damage when your opponent is far away (it is unblockable) and to annoy your opponent when up close. If you are not in the mood to play an up-close combo game, use the Backflip Kick often; Scorpion has the ability to block immediately after retracting this attack!





Normally not a complex character to use, Sub-Zero relies completely on his ability to fool the opponent into some type of "freeze" in order to perform his Frosty combo, which combines all three fighting styles. This combo does a moderate 27% damage (or more if your opponent is holding a weapon). Sub-Zero's juggles do not do much damage, but can be easily exploited due to his ability to

play mind games. While using the Kori Blade, connect his Overhead Swing into the Spinning Slash, or you can Sweep



↓ + Attack 3

Kick your opponent after the overhead instead. Many Sub-Zero players will just keep using his standard Freeze move over and over again. However, if your opponent starts to catch on and begins to sidestep, you can always use the Ice Shaker after the Ice Pop combo in the Dragon Fighting Style. Sub-Zero's Cold Shoulder is great for getting in close and has great recovery time. Pummeling your opponent from a distance is the only way to fight with Sub-Zero in this game.





Snake, Crane Straight Sword Shang Tsung is an annoying character to fight against. He is definitely a rinse-and-repeat type of fighter; you'll need to use his few moves to irritate opponents and wear them down. For starters, his immense Sweeping Crane is easy to abuse...but if you are not in sweep range, your opponent will easily counter you, forcing you to switch up your offensive

game quickly. Use the Soul Steal after a Cold Blooded combo attack, and take advantage of Shang Tsung's

the Lifting Swing instead!



 $\uparrow \downarrow \uparrow \downarrow + Attack 2$

different 3-D fireball attacks to keep your opponent away. Shang Tsung's Straight Sword style attacks have excellent priority. The Spinning Slice is hard to counter if you are mixing it up with chains such as the Mystic Slice or Master's Edge. If all else fails, use





Drunken Fist, MiZong Jojustsu

At first glance, you'd think that Bo' Rai Cho is lethargic and lacks the speed necessary to win in Mortal Kombat: Deadly Alliance. All it takes is one move-and over 25% damage on any juggle—to demonstrate that Bo' Rai Cho is one of the elite characters in the game! Use the Spinning Kick followed by any regular attack to cause a world of hurt. You'll wonder why

you should ever bother with Bo' Rai Cho's long combos



(such as the Drunken Fury and Last Call) when you can do the same amount of damage with just a Spinning Kick and Drunken Leg! Against most characters (particularly those with no projectiles), using the Puke Puddle from a distance allows for a easy Ground Stomp. Abuse basic moves and Bo' Rai Cho will be your victor!





Tai Chi, San Shou

Katana

Kenshi is one the most annoying characters in the game to fight against. A good Kenshi player will use any of his auto combos in close and rely on the Telekinetic Push when far away. The "Push" also hits airborne opponents; it can be blocked, but you need to be quick. Its range and power are close enough to mimic Jax's Ground Pound from the old Mortal Kombat II days,

with the exception that the damage scaling has changed entirely since that time period.



 $\rightarrow \leftarrow \leftarrow \downarrow + Attack 3$





















Karate, Jeet Kune Do Nunchaku

We all fondly remember the original Mortal Kombat when Johnny Cage was invinci-ble and could punch multiple heads off a single opponent! Even the legendary Jim "MK" Fink would have to admit that this is Cage's best incarnation since those fabled days. Cage's move priority is what keeps him going in Deadly Alliance. His Cutting Kick in the Karate style is no exception; it

can be performed at will due to its speed and amazing recoil. Cage's Jeet Kune Do combos are deadly; even

when they aren't completed, they cause a great deal of block damage...and he can recover and block quickly afterward. Cage's Shadow Kick is still quick and lethal, but it doesn't cause as much damage as it used to.







Xing Yi, Aikido Butterfly



Kano is a solid character with good priority for all of his basic and Special Moves and plenty of options to boot! Use Kano's Xing Yi Rising Knee to set up his Casualty Combo and Toe Strike. Kano's strongest as sets are in his Butterfly style; the Biu Do and Piercing Low Strike have long-range capabilities, forcing your opponent to duck low so you can land a Cannon Ball or Upward Circling Sword. Don't use Kano's Eye Laser unless



→ ↑ ↑ ↓ + Attack 1



is practically useless.



you want to be punished—it has little recovery time and













Shaolin Fist, Mantis Broadsword

Kung Lao has decent range with his standing punches and his sweep, specifically in Mantis Fist style. His Whirlwind Kicks (borrowed from Liu Kang) can counter any whiffed attack...but if blocked, they are susceptible to a grand attack by your opponent. Kung Lao's Neijin power-up allows him to become three times as powerful for the first three seconds after it has been ini-

tiated. Any attack from Kung Lao at this point is a dangerous one, let alone a successfully-executed combo. A

great tactic in the Shaolin Fist style is to use the Neijin and follow it immediately with his lightning-fast Fore Knuckle Fist. Your opponent will not like the 40% damage that comes along with it! Use Kung Lao's Onslaught combo in the Broadsword style when your opponent is at sweep distance to keep him or her from attacking.







Long Fist, Wing Chun Hookswords

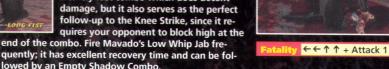
Mavado is fast and strong, but not a simple character to learn. His Knee Strike is one of the quickest low attacks in the game. Mix up your offensive style with his Forklift combo. Not only is this an extremely fast combo which does decent damage, but it also serves as the perfect follow-up to the Knee Strike, since it re-

lowed by an Empty Shadow Combo.



















Tang Soo Do, Escrima Broadswords

A tricky character with high priority attacks, Quan Chi is improved from his Mortal Kombat 4 days. You may have laughed at his Uncle Fester antics in the past, but you won't be smiling when his Sweeping Knife Hook knocks you down constantly. (This move is heavily abused by the computer-controlled Quan Chi; expect to see it quite often.) The Downward Elbow is an overhead which can

be chained into the Sweeping Knife Hook; one of the most effective tactics in the game. This technique is reminiscent of



the Mortal Kombat 4 High Punch-then-sweep-immediately tactic which confused opponents to no end. In case your opponent does block low, use the Walking Dead combo. The Broadswords are on par with Hsu Hao's Sun Moon as the fastest weapons in the game. Quan Chi's Circular Slash must be blocked low; combine it with his Doom Blade for a gameplay tactic that your opponent will not be fond of. Use the Strong Slice on opponents from a distance as well.







Kenpo, Tae Kwon Do

Kali Sticks

Ninjutsu, Sambo

Pulse Blade

Netherrealm, Oni

Iron Club

everyone except Kenshi, since he is blind. Otherwise, her basic offensive attacks are nearly unmatched by any other character. Bottom line: Sonya is a high/low offensive minded beast. Her Tae Kwon Do kicks such as the Spinning Heel Kick and Spinning Back Kick are fast and nearly impossible to see coming! Mix them up with her 2-Hit

Sonya's Kiss of Death is effective against

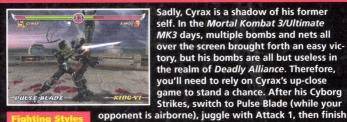
Axe Kick and Special Forces Combo to keep the opponent guessing. Use Sonya's Warfare combo in the Kenpo



+ Attack 2

Fighting Style as well to further punish your opponent. The Kali Sticks are fast and annoying, but not particularly damaging; concentrate on her regular fighting style to become victorious with Sonya!





Sadly, Cyrax is a shadow of his former self. In the Mortal Kombat 3/Ultimate MK3 days, multiple bombs and nets all over the screen brought forth an easy victory, but his bombs are all but useless in the realm of Deadly Alliance. Therefore, you'll need to rely on Cyrax's up-close game to stand a chance. After his Cyborg Strikes, switch to Pulse Blade (while your

the combo with the Slice and Dice. This is Cyrax's bread-and-butter combo; it's your best chance at victory! Cyrax's Pulse Blade has a fast sweep (Sweeping Edge) and overhead attack (Stomping Blade). Rely on these techniques and remember to be patient with Cyrax because he doesn't have a deep arsenal of moves or combos at his disposal.





At first glance, Drahmin might seem sluggish and easy to defeat...but when played correctly and patiently, he can hang with any of the characters in Deadly Alliance. Drahmin's Throw in the Netherrealm style allows you to pop your opponent up for a juggle combo; it's the only throw in the game that can be be followed up with a juggle combo of your choice. If your oppo-

nent blocks it, chain the throw into a crouching Low Kick. Even if blocked, the Low Kick cannot be countered,

leaving you to decide whether to throw again or to keep using the Low Kick. Drahmin does not have any auto combos; he must rely on juggles and his Throw to take control of his opponent and be successful.

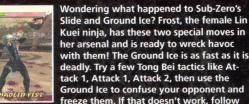




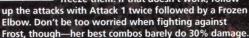
Tong Bei, Yuan Yang Daggers

Shuai Chiao, Wrestling

Sun Moon



her arsenal and is ready to wreck havoc with them! The Ground Ice is as fast as it is deadly. Try a few Tong Bei tactics like Attack 1, Attack 1, Attack 2, then use the Ground Ice to confuse your opponent and freeze them. If that doesn't work, follow





→ ← ↑ ↓ + Attack 1

















Yes, Hsu Hao does look like M. Bison from Capcom's Street Fighter games. He even has a head stomp-like move known as the Cyrus Stomp. Hsu Hao is arguably the most damaging character in Deadly Alliance. His throws alone are fast enough and strong enough to best any opponent. You can literally wait until someone throws any kind of attack, then block it

and punish them with a throw. To top it off, you have to block low to avoid being thrown by Hsu Hao when he's



→ ← ↓ ↓ + Attack 2

using the Wrestling style (most other throws in the game are avoided by blocking high). Hsu Hao can chain into his Throw move from two Spinning Backfists. His Sun Moon Weapon is quick, efficient and deadly. The Setting Sun hits low, then high, making it crucial for an opponent to learn how to block it.



Muay Thai, Judo

Tonfa

The almighty Jackson Briggs has never placed low in the character rankings, always remaining close to the top of the Mortal Kombat power hierarchy. Deadly Alliance is no exception, with Jax having a decent Ground Pound and Machine Gun to work with. It's not that Jax's special moves are so good, it's just that everyone's else's are inferior! Jax maintains a good amount of options to beat his opponents. His Machine Gun has



high priority and great distance. After using his Jax Special in the Muay Thai style, you can Ground Pound for free—it's Mortal Kombat II all over again! With the Tonfa, Jax's attacks have high priority as well...and the Low Back Hand has incomprehensible reach distance. Using Jax's Sidestep Swing in the Tonfa style gives you the opportunity to counter just about any offensive attack.





The best thing going for Kitana is her Steel Fans. They have enough priority and combo ability to keep your opponent guessing. Kitana's Pretty Kick is a somewhat capable Special Move, but her Fan Lift is useless. Not only is it slow, but the damage from combos initiated by the Fan Lift is downright pathetic. (Most are less than 15%!) Try her Edenian Rush followed by her Sky Strike. The Sky Strike will leave your oppo-



 $\downarrow \uparrow \rightarrow \rightarrow + Attack 2$







form a non-damaging combo afterwards! Great!

nent open to an easy Fan Lift, which means you can per-











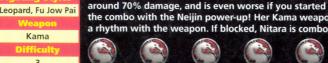




Nitara is possibly the least effective character in the game. She is slow and her Special Moves are horrible...but her wall combos are second to none in terms of damage. If you are anywhere near the corner and catch your opponent with the Dry Blood Combo, you can juggle them with the Rising Swing in the Kama style, switch back to Leopard while your enemy is still airborne and repeat the Dry Blood Combo. This does



the combo with the Neijin power-up! Her Kama weapon is slow and it is hard to establish a rhythm with the weapon. If blocked, Nitara is combo bait!























Nan Chuan, Jujutsu

Staff

Hung Gar, Crab

Kirehashi

In Mortal Kombat: Deadly Alliance, Raiden's strength lies in his rapid-fire punches and constant offensive pressure. His Thunder Chop in the Nan Chuan style should be used as a starter for any offensive juggling attack. Mix it with the Hook Leg Knockdown and the Natural Way or Wake the Dead combo attacks and you will have a viable sequence of moves that will make it increasingly difficult for any opponent to



counter. Raiden's Hop Side Kick looks like it hits high, but it actually hits low, forcing your opponent to either eat the move or block low and suffer another string of upcoming combo attacks. This also allows Raiden an opening to use his Lightning Bolt projectile attack, which should only be used outside of sweep distance against your opponent. Use Raiden's Staff occasionally; it's not the quickest

weapon in the game, but it'll do fine if you mix high and low attacks.



but is extremely fast and has plenty of high/low attack options. Plus, most of his moves have excellent recovery time! His Wise Tiger combo in the Hung Gar style is very effective; not only does it require your opponent to block high, then low, then high again, but it's very similar to Reptile's other basic attacks and it's hard to tell what's hitting high or low. Your opponent will



have a difficult time trying to figure out if he or she is getting hit by a combo chain or a regular move! Follow Reptile's Wise Tiger with his Lizard Ball for maximum damage. Also, try his Hook Sweep Kick followed by the Spinning Roundhouse Kick or Mid Roundhouse Kick. Apply the same strategy to Crab style and toss

a few throws into the mix to play Reptile correctly.







Baji Quan, Lui He Ba Fa

Sai

Li Mei's strength is her quickness—hey, she's got Mileena's Sai weapons!—and excellent recovery time. Her Baji Quan style is played similar to Cage's Jeet Kune Do. The Setting Sun cannot be countered if Li Mei is positioned correctly, so it will ultimately become the gateway to longer combos. Use Li Mei's Flying Fist like you would Kung Lao's Spinning Kicks, only

against an airborne opponent, and from a distance.



 $\rightarrow \rightarrow \downarrow \rightarrow + Attack 4$

Doing this move blindly will result in grave damage to Li Mei if it is blocked.



















Hapkido, Jeet Kune Do, Xing Yi

Blaze does not have a weapon, but that doesn't stop him from being one of the top 10 characters in the game. Juggle your opponent with the Flame Charge, using the Hop Sweep and Front Thrust Kick for a decent offensive ground game! Blaze is faster than most characters, so he can juggle slightly better because of his walking speed after pop-up combos. Take advantage of this when fighting against the opposition! (Note: Blaze does not have a

















Karate, Tai Chi, Tae Kwon Do

Can Mokap the motion-capture specialist win the Mortal Kombat tournament? No. Mokap is a decent character and his Charge Punch can be abused, but other than that, his damage capabilities are somewhat similar to those of Kitana, which does not bode well for Mokap's playing style. In Tae Kwon Do, use the Downward Axe Kick whenever you can; it has a damage scale similar to Bo' Rai Cho's Spinning Kick. (Note: Mokap does not have a fatality.)













KRYPT

Here's where all of those long hours and hard-earned koins will pay off. In the Krypt, you can unlock secret characters, alternate costumes, fan art, early art renditions of the characters and...a secret "Cooking with Scorpion" video!? Listed below are all of the koffins in the krypt that contain alternate costumes, secret characters and bonus kurrency which you

can use to purchase more special items. We decided not to reveal everything that is available, because you should definitely try to unlock each and every koffin to see the many surprises that are in store for you. Be sure to check out coffin SR; it contains the original artwork which was created by Midway exclusively for the cover of TIPS & TRICKS' July 1998 issue!

CN	Cyrax (hidden character)	UH	Scorpion's alternate costume	11	772 Sapphire Koins	SV	36 Sapphire Koins
IV	Frost (hidden character)	ХО	Reptile's alternate costume	JL	92 Gold Koins	TD	172 Platinum Koins
KI	Kitana (hidden character)	YA	Sub-Zero's alternate costume	KN	15 Gold Koins	TU	98 Onyx Koins
LL	Reptile (hidden character)	YJ	Kung Lao's alternate costume	KS	216 Jade Koins	TW	180 Gold Koins
MW	Hsu Hao (hidden character)	YM	Kenshi's alternate costume	KU	322 Platinum Koins	UC	320 Onyx Koins
PN	Blaze (hidden character)	ZM	Jax's alternate costume	MF	102 Onyx Koins	UG	67 Platinum Koins
SA	Jax (hidden character)	ZW	Cyrax's alternate costume	MQ	412 Jade Koins	UK	45 Platinum Koins
TI	Nitara (hidden character)			NG	252 Platinum Koins	UM	50 Gold Koins
UR	Drahmin (hidden character)	AJ	38 Gold Koins	NK	116 Onyx Koins	US	32 Sapphire Koins
XG	Raiden (hidden character)	AO	57 Sapphire Koins	OM	177 Jade Koins	UV	520 Sapphire Koins
YP	Mokap (hidden character)	AW	88 Ruby Koins	OP	125 Gold Koins	UZ	107 Ruby Koins
Note	that you must finish all 218	BF	120 Jade Koins	ОТ	222 Onyx Koins	WH	18 Ruby Koins
	ons in Konquest Mode to unlock	CH	92 Sapphire Koins	ОХ	352 Gold Koins	WJ	248 Sapphire Koins
Blaze and Mokap.		CL	492 Onyx Koins	PB	6 Platinum Koins	WL	44 Jade Koins
AA	Quan Chi's alternate costume	CS	143 Ruby Koins	PD	1,056 Platinum Koins	WQ	78 Onyx Koins
AR	Nitara's alternate costume	CV	71 Jade Koins	PK	475 Platinum Koins	WS	165 Platinum Koins
BD	Kano's alternate costume	DA	18 Sapphire Koins	PO	108 Gold Koins	WV	97 Jade Koins
BQ	Kitana's alternate costume	DJ	98 Ruby Koins	PR	25 Sapphire Koins	XE	294 Onyx Koins
DK	Johnny Cage's alternate costume	DN	18 Jade Koins	PU	267 Onyx Koins	XL	3 Ruby Koins
JR	Raiden's alternate costume	DJ	221 Onyx Koins	QH	638 Onyx Koins	YF	64 Platinum Koins
KX	Li Mei's alternate costume	DX	579 Ruby Koins	QN	147 Gold Koins	YH	82 Sapphire Koins
ML	Shang Tsung's alternate costume	ED	949 Platinum Koins	RI	28 Jade Koins	YN	26 Gold Koins
PH	Bo' Rai Cho's alternate costume	FN	1,800 Jade Koins	RL	159 Onyx Koins	YT	227 Sapphire Koins
QX	Hsu Hao's alternate costume	FV	243 Platinum Koins	RN	208 Gold Koins	YX	242 Ruby Koins
RD	Mavado's alternate costume	НХ	38 Jade Koins	RO	1 Shiny Ruby Koin!	ZK	164 Sapphire Koins
SH	Sonya's alternate costume	IN	57 Gold Koins	RT	258 Platinum Koins	ZR	600 Gold Koins
SW	Drahmin's alternate costume	IR	91 Sapphire Koins	RZ	473 Gold Koins	ZV	116 Ruby Koins
UB	Frost's alternate costume	JE	59 Ruby Koins	SG	97 Platinum Koins	ZZ	355 Ruby Koins



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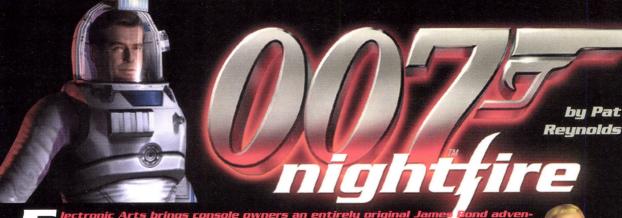
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lectronic Arts brings console owners an entirely original James Fond adventure in 007: Nightfire. Although the game is not based on any Bond movie, it contains all of the elements you've come to expect from a 007 film: non-stop action, beautiful women, interesting gadgets and (of course) a diabolical mastermind with designs on world domination. Nightfire brings together three styles of gaming—first-person shooting, driving and "on rails" shooting—and pulls them all off exceptionally well. This guide will get you through the single-player storyline and prepare you for challenging your friends in multiplayer skirmishes.

Be Like Bond

In Nightfire's stages, you'll be able to complete most objectives in different ways. In most cases, the option to rush in headlong, guns blazing and enemies alerted and firing back, will work... but it's not exactly the way that James Bond would handle himself, is it? Bond would probably look around for a more stylish solution to the task at hand, one that avoided confrontation and got him to his goal quickly and easily. As in last year's 007: Agent Under Fire, the game will reward you with a "Bond Move" for conducting yourself in the manner of 007 as often as possible. Each stage has several Bond Move oppor-

tunities, and you'll be awarded with one when you act in a Bond-worthy manner at the appropriate place. Such actions include finding hidden shortcuts that let you slip past guards, impersonating the enemy to avoid confrontation or going out of your way to take out a dangerous enemy with style.



Stage 1: The Exchange

Objective: Breach the castle walls



There are several different ways into the castle. You can head down the stairs from the bridge and take out the patrolling guard to grab a sniper rifle, then take out the guards in the towers and walk to the castle. Or you can earn a Bond Move by waiting at the bridge where you start until a supply truck passes below you. When it stops, jump from the bridge (you'll

see a nifty cutscene of Bond taking the plunge into the truck bed) and crouch to avoid detection. Ride the truck to its destination.

Objective: Find a way inside to the party

Head through the courtyards, taking out the guards with your silenced pistol so they don't raise the alarm. You'll pass a helipad and find a control room with a circuit box on the wall. Open the box and use your watch laser to cut the green wire. This deactivates the searchlights and gives you another Bond Move. Return to the helipad area and drop down to the court-

yard below the walkway. The main entrance to the castle is in the next area.

Objective: Rendezvous with undercover agents and



maintain cover as party guest
The jig is up if you pull out a weapon
during this section of the game, so
stay cool and keep the guns holstered. Wander the castle until you
come to a room with a large staircase.
Enter the door at the top of the stairs
to trigger a cutscene. When it's over,
head back downstairs and enter the
library to complete your objective.

Objective: Spy on secret meeting



Return to the room with the staircase; the door that was previously blocked by guards is now clear. Enter and get ready for the game's first big firefight. Take out all of the guards in the next room, using the wall for cover to reload. Continue through the rooms until you find the room where the meeting is taking place.

Objective: Retrieve guidance chip from "Safe Room"

There are a couple of ways to reach the safe room. You can head out the window from the balcony and use the wire to quickly reach the far area (and get a Bond Move). Alternatively, you can pick a fight with the four guards still in the meeting room, take them all out, jump down from the balcony and head through the door on the left. The former method is more styl-



ish, while the latter is riskier but shorter. At the safe room, use your laser to cut into the circuit box on the wall and open the door. Clear the room of guards, then focus your laser on each of the two hinges on the safe until they disintegrate. Take the AT-420 Sentinel and the guidance chip from the safe.

Objective: Escape on the gondola with Zoe Nightshade



depending with Zae Nightshade. Leave the safe room, then head down the stairs and through the door. Directly across from you is the gondola house. Enter the gondola and use the Sentinel rocket launcher to take out the helicopter. The rockets are guided, so use the analog sticks to direct them into the target. Three direct hits will finish the job.

Objective: Escape from Drake's castle compound

You're manning the guns of a heavily-armed snowmobile for the entirety of this stage. Even so, you should still try to act like 007 and score as many of the Bond Moves as you can. They're tough to hit since you're attached to a high-speed vehicle, but here's a rundown of what to look for if you want to get all of the bonuses.



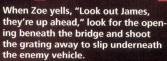
T ti

The first two Bond Move opportunities come while the snowmobile is still sitting in the garage. Look for the gondola to appear to the right (there's a guard underneath it, shooting at you) and aim for connection between the gondola and the wire. It will drop onto the guard and take him out. Shortly after, several guards will appear to the left,

near the large fuel tank. Aim at the tank instead of the guards to earn this Bond Move.

Once the snowmobile is moving, there are two Bond Move opportunities in quick succession. Both involve aiming at fuel drums to take out the area's guards, and both are ahead of the snowmobile, so aim forward and fire away.





When the guards close the gate in the wall, you have two options. Switch to your missiles and blow a hole through the doors, or aim for the control box to the left of the doors to stop them before they close. Taking the latter option will gain you another Bond Move.



Stage 3: Enemies Vanquished



There are two times during the stage when police cars will get behind Bond. Using your smoke screen to lose them earns you a Bond Move each time. (Note: You actually have to be speeding to pick up the police; drive slowly past their speed traps and they'll stay put, losing you the Bond Move opportunity).



screen to ond Move tually have p the police; peed traps ing you the b.

Just past the tunnel, the police have set up concrete barriers that are impassable. You'll fail the stage if you slam into them. Look for the path to the right of the road and swerve onto it to avoid being caught by the law.

To clear the stage, you'll need to take out three helicopters and some more snowmobiles. There are missiles on the ice if you run out. Stay moving to avoid enemy fire. It takes only one hit from your missiles to take out each of the helicopters.



Stage 4: Double Cross

Objective: Escort Mayhew to bunker

Hit the stairs to the

right of the road to

jump down into a

courtyard, avoid

a police road-

block and get

a Bond Move.



Take care of the enemies that attack at the start of the stage, then grab the ammo from the table before following Mayhew out of the room. You'll have to go ahead whenever he stops and clear the way for him until you reach the bunker, where he'll be safe.

Objective: Destroy Mayhew's computer

Objective: Rescue geisha girls
If you didn't get the armore earlier, be
sure to pick up the armored vest in the
bunker before heading back up to the
main house. Once outside, use your silenced PP7 to keep from alerting the
guards. Earn a Bond Move by slipping
under the bridge and shooting the
guard from below. Look for the



lighted hallway leading into the house and follow it to find the first of two geisha girls in this section of the stage. Take out the guards inside quickly—starting with the one nearest the girl—to keep her from catching a bullet in the crossfire.



In the next outdoor area, look for the wire with lanterns hanging from it. Shoot down the lanterns, then use the Jump button near the wire to cross to the house and earn another Bond Move. You'll find Mayhew's computer inside. Destroy it to complete the objective.



After disabling the computer, make your way into the house where you'll find the second hostage in the kitchen. If you can take out the bad guys from a distance with your sniper rifle instead of running in with guns blazing, you'll net another Bond Move. Leave the kitchen and look for the double doors in the next room—they lead to the next section of the stage.

Objective: Retrieve Dragon Safe contents Objective: Rescue Mauhew's servants

The Dragon Safe is in the first large room you enter. Look for the alcove in the wall behind the sofa for the dragon statue. Continue through the house and you'll find the first servant in the library, under heavy guard. Aim for the enemy nearest the servant first, then quickly take out the rest of the opposition (there's another bad guy above you on the balcony). Head



upstairs and out onto the roof and look for the skylight. Shoot the enemies in the room below to free the final hostage.



Objective: Defeat the Assassin
Before the stage is complete, you'll
need to fight with an assailant in a
ninja suit. The battle isn't terribly difficult; just sidestep to avoid being
shot and jump or move out of the
way when the assassin tries to get in
close and attack with his sword.

Stage 5: Night Shift

Objective: Don't let the security guards raise the alarm Objective: Get to the lobby and activate the main

elevator sustem

Get behind the guards that you'll see and shoot them with your tranquilizer darts. If you're spotted, the guards will give you a couple of seconds to shoot them before running for the nearest alarm button. Note to the curious gamer: Yes, setting off the alarm yourself by using one of the red buttons on the walls does work,



and yes, it ends your game immediately. Don't do it.



Look for the door just off the main lobby to enter the security room. The computer on the right deactivates the laser tripwires on the office level, while the one on the left fulfills your objective by activating the elevators.

Objective: Install Q-Worm on office computer systems

Exit the elevator on the office level and follow the first branch to the right. Avoid the security camera by moving under its beam and enter room #70E (it's just past the camera on your left). Install the Q-Worm on the computer with the red screen to complete your first objective.



Objective: Find the security center and unlock exterior do Leave the computer room through the same door and go straight across the hall into the supply room. Look for the grate in the ceiling; climb onto the desk to open it, then use your grapple wire to get up into the vent shafts. Follow the shaft to the security center. (This is a much easier

route than having to navigate the office hallways, avoiding lasers and guards...and it earns you a Bond Move.) Use the two computer terminals in the room to unlock the exterior door and de-activate the next set of laser tripwires. Use your Decryptor on the panel next to the door to unlock it and exit the security room.

There

are

Objective: Find the door to outer balcony

Objective: Install Q-Worm on Mayhew's computer system Leave the security room and follow the hallway until you reach a camera. Wait for the beam to pass and turn left into the next hall. The target door is at the end of the hall. Follow the ledge and wait for the exterior elevator to stop in front of you. Jump on and ride it up to the higher floor. There's a vent shaft in the wall there.





Avoid the cameras and make your way to Mayhew's office to load the Q-Worm into the computer. (Like the one downstairs, the target computer's screen is bright red and hard to miss.) There's an AT-600 Scorpion launcher in the room as well. Be sure to collect it; you'll need it soon.

Objective: Retrieve the Nightfire files from the Secure

Leave the office and look for the huge metal doors in the hallway. Unlock them by using the keycard panel next to the door. Enter the room to activate the computer system and then run for it—the automated weapon systems in the room will activate. Turn right in the hall and run for the door to the stairway to finish this section of the stage.



Objective: Acquire parachute from helicopter, then jump off tower roof



Take out the guards on the rooftop stealth is no longer an optionand use the Scorpion missiles to stop the helicopter

from leaving the scene; you'll earn a Bond Move. Grab the parachute from the parked chopper and jump off the roof to complete the stage.

Objective: Advance through Warehouse TR-2

ing;

itage 6: Chain Reaction

Objective: Investigate building 5T-1



From the rooftop where you start, use your sniper rifle to take care of the guards. If you can't spot them, switch to your micro-camera and pan around-you'll see a green marker wherever there's an enemy, even if he's on the other side of a wall or obstacle.

two ways into the building. The first is through the open vent shaft near where you start. The second is at the far end of the rooftop-use your laser on the hinges of the grate to open the shaft and you'll drop into the building behind the cover of some crates.



can either climb the ladder or use your grapple to get up to the catwalk.

Use the high wires to make your way from building to building until you reach the door leading into the warehouse.

Use the fallen girder to cross from the door leading out of the building.

Warehouse TR-2 isn't hard to locate,

but finding the way inside is a bit tricky. Once again, there are many

enemy snipers to deal with while

grounds. Look for the tall, round

making your way around the

Objective: Photograph the Jetpack Prototype

After clearing the building, head down the stairs to the middle level to find the jetpack. Snap the picture with your camera to complete the objective, and be sure to grab the armor from the table nearby. Exit the building via the ground floor and you'll find yourself back outside, this time at ground level.



the low walkway to the high walkway (you can use your grapple to reach another armored vest along the way if you need it) and you'll see



Objective: Investigate building 5T-3



The next area is another sniper-fest. Use the same tactics as before: Duck for cover and break out the microcamera if you need help locating them, then take them out quickly with your own rifle. You need to get to the large raised platform in the middle of the area, then use the wires to cross to the building. There's a ladder on the platform, or you can climb

the nearby construction vehicle and grapple up to the platform from there.

The wire leads you to a nearby crane. Enter the control cabin and activate the crane. It will swing around, allowing you to walk across the crane's arm and reach the door leading into building ST-3.



Clear the many enemy guards inside the building from the control room, ducking for cover to reload and assess the situation when necessary. Hit the switch on the control panel to start a catwalk moving from the far end of the room over to your side. Exit to the left of the control panel and use the grapple to hang from the ceiling, then drop to the

catwalk when it passes beneath you, earning you a Bond Move. Ride the catwalk to the far side and you'll find the Laser Prototype.

Objective: Photograph the Laser Prototype Objective: Destroy door C5 with mounted laser on catwalk Take a picture of the laser, then acti-

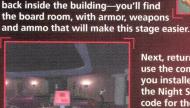
vate it and turn it against the guards that will storm the warehouse. Focus the beam on the door directly across from the laser to blast it open, clearing your way out of the building and ending the stage.



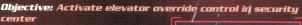
itage 7: Phoenix Fire

Objective: Gain access to lower office floor

You're back in the building from a few missions back. Remember that vent shaft above the exterior elevator? It's still there, and you'll earn a Bond Move by hopping to the ledge from the elevator and grappling up to the shaft. Look for the the door opposite the supply closet when you're back inside the building—you'll find the board room, with armor, weapons



Next, return to the main office and use the computer there (it's the one you installed the Q-Worm on during the Night Shift stage) to get the keycode for the stairwell door. Take the stairs all the way to the ground floor to enter the next area of the stage.



Be careful of the Phoenix Ronin briefcase guns that are stationed around the hallways. They use extremely dangerous gatling guns that can chew through your armor quickly. Use fragmentation grenades or get behind them and deactivate them to take them out. You must return to room 70E and get the elevator codes

from the computer with the Q-Worm installed. You'll get the code to unlock the security room doors.



Return to the security room and activate the elevators. You also have the option of raising the shutters on the sky bridge from the terminal. Although this is completely optional, you cán take the scorpion launcher from the security room, head to the sky bridge and destroy the helicopter outside to earn a Bond Move.

Objective: Gain access to lobby On the ride down the elevator shaft, you'll be attacked by guards along the way. They'll appear in the open elevator doors and some will come down on the cables in the middle of the shaft. There's nothing to hide behind, so take them out as soon as they appear. Eventually a cutscene will show two enemies drop a timed



charge down the shaft. It lands next to you, and you must use your watch laser to disarm it. After this, more enemies will appear to attack, followed by a second charge dropping onto your elevator car. There's no cutscene this time, so you'll either need to watch for it (it lands near the first charge) or listen for the timer.



Objective: Raise security gate and escape through front

Head to the right from the elevator to reach the security room and raise the gate. Then it's simply a matter of fighting your way through the guards and exiting the building via the front doors.

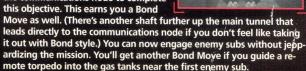
itage 8: Deep Descent



Objective: Find an alternate Duck into the hull of the sunken ship to avoid detection by the submarine near the start of the stage.

Objective: Destroy communications no

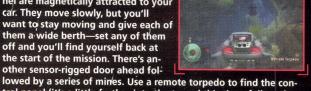
After the next cutscene, head into the shaft to the right and guide a remote torpedo through the series of fans to the communications node to complete





Use another remote torpedo to deactivate the sensor grid blocking the tunnel opening ahead. Guide the torpedo through the sensors, then aim for the left wall (the control panel is lit up) to shut it down.

The mines in the next section of tunnel are magnetically attracted to your car. They move slowly, but you'll want to stay moving and give each of them a wide berth—set any of them off and you'll find yourself back at the start of the mission. There's an-



trol panel (it's a little further into the tunnel this time; follow the lighted wires to easily spot it) and carefully move through the minefield.

continued on next page



Stage 8: Deep Descent)

Objective: Plant charges

In the large area with the nuclear missiles, you'll need to plant the Qcharges on each missile, then hightail it out of there through the door high in the wall. Drive around the missiles in a circle to easily place all of the charges.



Objective: Follow sub into bas Follow the enemy sub as it races for Drake's base. Be careful of the cavein shortly into the chase-stay to the left-and don't let the sub get too far ahead. There are several doors that close behind it, and you'll find yourself stuck if you don't make it through quickly.

The sub leads you to a large underwater chamber, where three more enemy subs will attack. Quickly destroy them (you can achieve this easily and earn a Bond Move if you guide a remote torpedo into any of the fuel tanks near the subs), then use another remote missile to deactivate the sensor grid on the exit door.





Objective: Place Q-Charges on docked Finally, place charges on the three submarines, then fire all of your remaining torpedoes at the attacking sub. **Destroy it and head**

toward the wreckage to finish the stage.

itage 9: Island Infiltration

Objective: Download defense system code from compound



Follow the road until it branches and take the path on the right. When you reach the compound, stop in front of the gate and they'll let you in without attacking (you'll get a Bond Move as well). If you crash through the gate, you'll have to fight your way in and out of the compound. Head to the satellite terminal to download the access codes.

Be sure to get the armor and missiles from the compound before leaving. Return to the fork in the road and take the other route.

Objective: Disable island defense Sentinels

Transmit your access code (L1 button) whenever you approach a gate to clear the way. Each of the Sentinel towers requires three missiles to destroy it. After cutting them all down, you'll change vehicles and take over the gunnery station of an airplane.



Objective: Disable primary ccess route

When the enemy SUVs appear, wait until the lead car is on the bridge and then destroy it—the bridge will fall too, earning you a Bond Move.

Finally, you'll find yourself manning a large Sentinel cannon. Use the main pulse gun to quickly take out the tanks that appear and switch to the fast-firing lasers to deal with the enemy airplanes. Enemies appear

in this order: tank to the right, airplanes to the right, tank to the left, planes from directly ahead, planes from the left, tank from the right. You'll earn a Bond Move for each wave of enemy planes you shoot down before they can fire on your position. Finally, an enemy submarine will surface in front of you. Hit it with your big gun, then finish it with laser fire.



age 10: Countdown



Objective: Infiltrate Drake's facilitu undetected Drop into the main room and quickly take out the guard there with a tranquilizer dart. Enter the door to infiltrate the facility.

Objective: Follow Kiko to the Security Control Center ective: Sabotage base s security and escape from room

Listen for Alura to tell you which corridors Kiko is using to reach the Security Center and follow her lead. Look for the control rooms with computer terminals and use your watch laser to destroy the green circuit boards in the wall boxes; you'll earn a Bond Move and disable lasers, alarms and cameras. Use tranquilizers or your silenced submachine gun to take out



the guards without attracting attention. When you reach the Security Center, you'll need to create a diverand use your laser to destroy only the green circuit boards inside each of them. Return to the main computer terminal and activate it to destroy the mainframe terminals

sion. Look for the security wall boxes throughout the room.

Objective: Prevent Rook from cutting power to Delta 50



You'll have to return to the Delta Sector doors and fight through the elite guard on the way. You can take some of them out by targeting nearby explosive barrels (you'll earn a Bond Move for using this trick as well). They use—and drop—the AIMS-20, which is a combination of a highpowered rifle and a grenade launchers. The gun also has a zoom feature,

making it the best weapon you've come across yet. It's ideal for the battle with Rook, which takes place in the hallways near Delta Sector. Rook is armed with a Phoenix Samurai laser rifle. It's slow to fire, but it packs a mighty punch. Use the boxes and crates for cover, popping out to attack when you see the blue laser flash. You'll get a few seconds between laser shots to attack without repercussions, so use them to hammer Rook with the AIMS-20 and he'll go down without too much of a fight. Be sure to pick up the laser rifle after he falls—its infinite ammo really comes in handy.

Objective: Find the exit to Omega Sector

This area consists of several identical connected rooms, with many elite guards and laser tripwires blocking your path. Use the scope on the laser rifle or fragmentation grenades to take out the charges attached to the tripwires and clear the way. One hit from the laser rifle takes out any enemy here as well. When you reach the doors to Omega Sector, you're through with this section.



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TIPS & TRICKS

Objective: Reach Drake's launch silo In the first room, you'll have to clear several guards from the balcony before heading to the second floor to unlock the door leading to the launch silo. Don't miss the armor in the control room.



Objective: Prevent Kiko from launching into space



When you reach the small circular room, find the door with a green light next to it and enter it. You'll be dropped onto the floor under the shuttles. Quickly get into the control room nearby and stay there until the countdown ends (the blast doors will close automatically, protecting you from the shuttle rockets). After the doors open again, you'll be attacked by several

guards, including a new ninja type that is difficult to eliminate. Stay in the control room and fight them off until the second liftoff. A second wave of enemies will be waiting for you when the doors open again. After this battle, you'll find yourself back in the room leading to the shuttle catwalks. Hit the red button on the wall in front of you to complete the mission.



Stage 11: Equinox

Objective: Disable the missiles before they are launched

Watch the map indicator to see which missiles are ready to launch. Use your laser rifle on the





tion near the clamp when the missile is in the upright position. Three shots will turn the lights red and disable the missile guidance system. You'll have to contend with space-suited enemies who are also carrying lasers. Since you're in space, you're no longer confined to staying on the ground. Use this to your advantage and strafe from left to right through open space to dodge the enemy laser fire.

Objective: Defeat Drake before the base goes critical

When all of the missiles have been taken out of commission, Drake himself will come out of the station





you. He uses a missile launcher against you, but the slow projectiles are easy to dodge in the void of space. Use your zoom function and hit him repeatedly with the laser rifle to win this battle quickly.

Driving Cheats

Enter the following codes at the pause menu during any of the game's "driving" missions (Paris Prelude, Alpine Escape, Enemies Vanquished, Deep Descent or Island Infiltration). The "speed" and "motion blur" codes can be disabled by entering the same code again.

Vehicle Armor—Hold L1, press O, A, D, O, O and release L1
Double Speed—Hold L1, press D, A, O, D, A, O and release L1
Display Motion Blur—Hold L1, press D, O, O, D and release L1
Double Speed + Display Motion Blur—Hold L1, press D, A, A, D, A, D and release L1

Drive the Combat Utility Vehicle—Hold L1, press \square , \bigcirc , \triangle , \square , \triangle and release L1 (Note: This code only works in the Enemies Vanquished mission) Secret Shelby Cobra race—Hold L1, press \bigcirc , \bigcirc , \square , \square , \triangle and release L1 (Note: This code only works in the Enemies Vanquished mission)

Secret Passwords

What would a Bond game be without lots of cool secrets? In true 007 style, you'll be able to unlock secrets in the single-player game by clearing each stage with high enough scores. You can also unlock these options and more with the following secret codes! Choose "Codenames" from the main menu,



then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes; if you don't, the code's effects will be lost and you'll have to enter it again.

POWDER—Unlock "Alpine Escape" mission TRACTION—Unlock "Enemies Vanquished" mission BONSAI—Unlock "Double Cross" mission HIGHRISE—Unlock "Night Shift" mission MELTDOWN—Unlock "Chain Reaction" mission FLAME—Unlock "Phoenix Fire" mission AQUA—Unlock "Deep Descent" mission PARADISE—Unlock "Island Infiltration" mission BLASTOFF—Unlock "Countdown" mission VACUUM—Unlock "Equinox" mission **PASSPORT—Unlock all missions** BLACKTIE—Unlock Bond Tux in Multiplayer mode NUMBER 1—Unlock Drake Suit in Multiplayer mode ZERO G-Unlock Bond Spacesuit in Multiplayer MIDAS—Unlock Goldfinger in Multiplayer mode **HEADCASE**—Unlock Renard in Multiplayer mode ASSASSIN—Unlock Scaramanga in Multiplayer mode CIRCUS—Unlock Pussy Galore in Multiplayer mode NUCLEAR—Unlock Christmas Jones in Multiplayer mode MARTIAL—Unlock Wai Lin in Multiplayer mode JANUS—Unlock Xenia Onatopp in Multiplayer mode BADGIRL—Unlock May Day in Multiplayer mode SLICK—Unlock Elektra King in Multiplayer mode **DENTAL**—Unlock Jaws in Multiplayer mode VOODOO—Unlock Baron Samedi in Multiplayer mode **BOWLER—Unlock Oddjob in Multiplayer mode** BITESIZE (or JOELWADE)—Unlock Nick Nack in Multiplayer mode BLIMP (or HUGE EGO)—Unlock Max Zorin in Multiplayer mode PARTY—Unlock all characters in Multiplayer mode TRANSMIT—Unlock "Uplink" scenario in Multiplayer mode TNT—Unlock "Demolition" scenario in Multiplayer mode GUARDIAN—Unlock "Protection" scenario in Multiplayer mode ORBIT—Unlock "GoldenEye Strike" scenario in Multiplayer mode TARGET—Unlock "Assassination" scenario in Multiplayer mode TEAMWORK—Unlock "Team King of the Hill" scenario in Multi player mode GAMEROOM—Unlock all scenarios in Multiplayer mode

BOOM—Unlock "Explosive Scenery" enviro-mod in Multiplayer mode scenario options AU PP7—Upgrade Wolfram PP7 to Gold PP7

ZAP—Upgrade Stunner PHOTON—Upgrade Laser

LIFTOFF—Upgrade Grapple SHUTTER—Upgrade Micro-Camera

SESAME—Upgrade Decryptor SLEEPY—Upgrade Korsakov KS

P2000—Upgrade Wolfram PP7 to Wolfram P2K AU P2K—Upgrade Wolfram P2K to Gold P2K

SCOPE—Increased magnification for Sniper Rifles MAGAZINE—Larger clips for Sniper Rifles

LAUNCH—Upgrade V-12 Missile System Q LAB—Unlock all gadget and weapon upgrades

TIPS & TRICKS

February 2003

n 2 strategy



FIECT Hey, you—listen up!

This isn't your typical "review/preview" section.

The purpose of Select

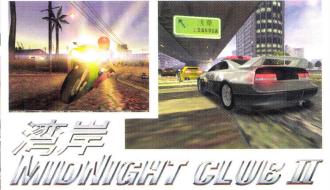
Games is to show you a bunch of games that are out there-or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!





MIDNIGHT CLUB II







The illegal street racers are looking for new members as they reconvene for another round in Midnight Club II. The first game, Midnight Club, was a launch title for the PlayStation 2 and became something of a novelty hit since there was a lack of racing games for the PS2 at the time. Midnight Club II takes the nonlinear racing style of the original

and takes it even further with deeper gameplay and overhauled graphics. Racing takes place in busy urban environments, fully populated with pedestrians and traffic. What makes Midnight Club II unique are the multiple routes a player can take while racing. Each of the three cities in the game—L.A., Paris and Tokyo—is layered with countless shortcuts and alternate routes, including tunnels, overpasses, jumps, off ramps, bridges and more. Learning the map for each race is essential for victory, but sometimes you will be confronted by unpredictable obstacles at various intersections. Motorcycles have been added to Midnight Club II, offering players a whole different style of racing that lets you cut through traffic and sneak through narrow alleyways. As fast as the bikes are, however, you risk being thrown off as opposed to the more stable (but slower) cars. Cops will try to break up illegal street racing at any cost—they will pursue, use choppers and set up road blocks. Weather also affects your driving ability and visibility, so you will have to adjust your skills to any inclement weather conditions like rain, fog and even lightning storms. Each car can pull off a bunch of nifty

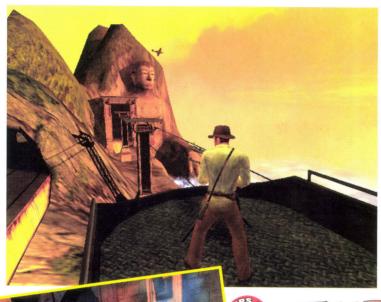


ning races, adding up to about 28 tricked-out rides. Midnight Club II has a deeper storyline with a number of cutscenes that exemplify the street racing culture. If it ain't legal, it's a Rockstar game! Midnight Club II will also be available for the Xbox later this year



INDIANA JONES AND THE EMPEROR'S TOMB

casArts • February • 1 Player

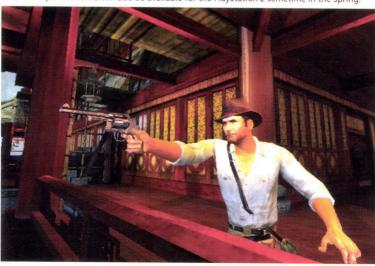


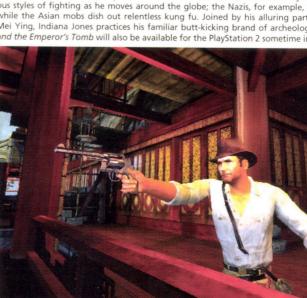




PERDR'S TOMB

Indy! Doctor Jones! Whatever you want to call him, there's no denying that Indiana Jones is one of the most exciting heroes to ever hit the big screen. It seems natural that the swashbuckling adventures of Indy would make a compelling video game, but the only 3-D Indiana Jones game to date has been Indiana Jones and the Infernal Machine for the N64, which was only available for rental at Blockbuster and later as a limited-edition purchase through LucasArts' website. Indiana Jones and the Emperor's Tomb is the game we've been waiting for; it's the best Indiana Jones game we've seen thus far. The game's story serves as a prequel to the first movie, Raiders of the Lost Ark, documenting Indy's adventures before his search for the Ark of the Covenant. It's 1935 and Indy has been hired by the Chinese government to search for the Heart of the Dragon, a mystical artifact that is said to give its holder the ultimate power to control humanity. Indy is in a race against time as he must find the artifact before the evil Nazis plunder the Emperor's Tomb. The game takes you through the deep jungles of Ceylon, the underwater palaces of Istanbul, the gritty streets of Hong Kong and further into China. The Emperor's Tomb is primarily an adventure game where players have to solve puzzles, avoid traps and find various items, but there's also plenty of sophisticated combat. The game uses the Buffy the Vampire Slayer engine, allowing for intense hand-to-hand combat. Of course, Indy will have his trusty whip, plus a whole host of other weapons like a pistol, shotgun, machete and even the ability to pick up objects like chairs and hurl them at enemies. Indy will confront various styles of fighting as he moves around the globe; the Nazis, for example, prefer shootouts while the Asian mobs dish out relentless kung fu. Joined by his alluring partner/love interest Mei Ying, Indiana Jones practices his familiar butt-kicking brand of archeology. Indiana Jones and the Emperor's Tomb will also be available for the PlayStation 2 sometime in the Spring.









Capcom • Possible in 2003 • 1 Player



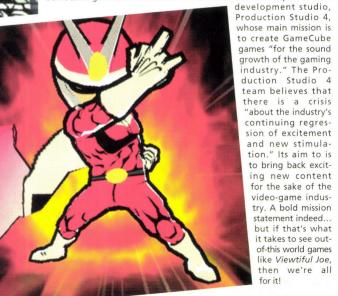






Capcom recently announced five GameCube exclusive games in production for the year 2003: Resident Evil 4, P.N. 03, Dead Phoenix, Killer 7 and Viewtiful Joe. Out of all the titles, the one truly bizarre-looking game that stands out is Viewtiful Joe. Not much is currently known about this cartoon-style action game, but we do know that it was originally titled Red Hot Man while in development. (!) The game is basically a side-scrolling brawler, much like Final Fight; players control the red superhero as he traverses through dark, Dick Tracy-style film noir environments. From

what we know of the story so far, Joe gets thrown into the world of movies and must battle through various film sets in order to rescue his girl, Sylvia. One of the unique points of the game is the ability to slow down and speed up time. Attacks done in Slow mode do heavy damage, while Mach Speed attacks are less effective. A "Zoom In" function allows the camera to zoom right into the action and give Joe more attack power, but it also limits Joe's range of visibility. The game is being headed by Hideki Kamiya, a Capcom veteran who has worked on games like Resident Evil 2 and Devil May Cry. Viewtiful Joe is certainly a huge departure from his previous projects, but Capcom has started a new push to encourage and endorse original content from its talented developers to spice up the company's repertoire. The five GameCube games that were announced all come from Capcom's new







ALTER ECHO

THQ • Possible in 2003 • 1 Player



Alter Echo is a surreal action game in which you assume the role of Nevin, a crabby hero dressed in a bug-like outfit called the PolySuit. Nevin has no idea how he ended up on a strange, undulating planet like something out of a Dr. Seuss book, nor does he understand why he has to fight to survive in the goofy PolySuit. What's clear is that the planet's surface is alive, thanks to a biochemical mishap, and it keeps spawning mutated creatures out get Nevin. The Polysuit can morph into three different forms: Melee, Gun and Stealth. Melee Mode, the default form, allows Nevin to engage in hand-to-hand combat with his giant

sweeping blades. Gun Mode transforms Nevin into a huge



cannon-like beast that doles out gunfire and grenades; Stealth Mode lets Nevin climb walls and assassinate enemies while invisible. The game also uses a unique combo chaining

system that adds a whole new element of strategy to the combat interface. First, Nevin can stop time and freeze the

enemies, then the player enters a grid-like mini-game reminiscent of many dance/rhythm games where players must follow arrow and button icons. The resulting command is then executed when the game kicks back into motion, allowing Nevin to perform outrageous combos on his hapless foes. Alter Echo could be one of the most unique games to come out this year; we hope it ends up being as much fun as it is wacky!

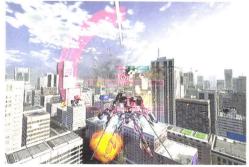




MURAKUMO: MECH HUNTER

Ubi Soft • February • 1 Player



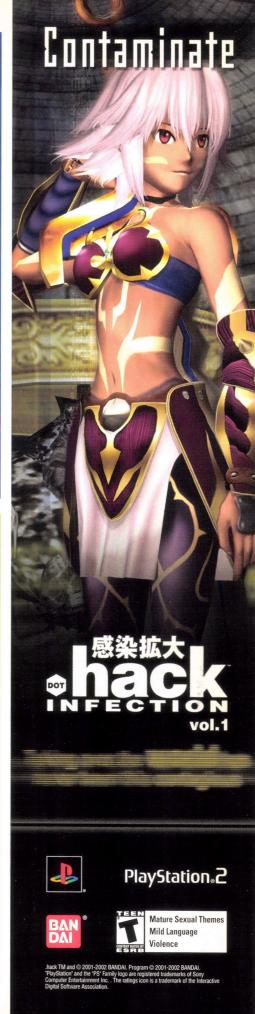




Another mech title is being added to the big list of giant robot games for the Xbox with Murakumo: Mech Hunter. This one's a little different from the standard mech game where you control huge, lumbering heaps of metal. Instead, the mechs in Murakumo take to the air and fly at neckbreaking speeds. The game is all about pursuit as you chase down an enemy mech while being bombarded and distracted by other, lesser enemies. The game is a shooter at heart, but it also incorporates racing-game tactics, since the player must memorize the flight path of an enemy in order

to be truly successful. The high-speed cat-and-mouse game takes place in various urban settings where players have to weave through buildings and skyscrapers as they try to track the enemy without losing them from the radar. Once the enemies reach their destination—or if you get too far to detect them on radar—then it's "game over." The key is to tail them and apply constant heat! If you're one of the few hardcore Xbox fans who have already played the Japanese version of *Murakumo*, then you're not done yet! The U.S. version adds another ten levels to the ten in the original game, doubling your opportunities for high-speed pursuit! *Murakumo: Mech Hunter* is exclusive to the Xbox and was developed by From Software, the same folks behind the *Armored Core* series.





RETURN TO CASTLE WOLFENSTEIN: TIDES OF WAR



Trying to sum up the wealth of history behind the Wolfenstein franchise is nearly impossible to do in such a limited space. Originally a 2-D adventure game for 8-bit computers, it was converted to 3-D to become the original firstperson shooter, predating even Doom! Wolfenstein's fictionalized accounts of Nazi leader Heinrich Himmler's obsession with genetic experimentation (complete with supernatural underpinnings) are exaggerated, but not unfounded: anyone willing to delve a little into the uglier side of history will determine the true extent of his depravity. The only cool heads in the midst of this madness are Army Ranger B.J. Blaskowicz and his partner, Agent One, elite members of the OSA (Office of Secret Actions)

ordered to infiltrate the Nazis' labyrinthine subterranean network. The Xbox supports an exclusive split-screen co-op mode, as well as System Link and a robust online multiplayer experience through Xbox Live for team-based tactical combat between you and seven of your closest friends. Weapons range from knives and sniper rifles to flamethrowers and grenades. Rank-and-file Nazis, demonic manifestations of the occult, reanimated severed torsos of vivisection victims and other diabolical creatures populate the tunnels under the streets of Europe. The enemies are surprisingly intelligent, with deadshot leather-clad Nazi henchwomen and sharp-eared SS soldiers who toss back your grenades! Drop your guard once and someone (or something) will get the drop on you. Each level contains secret areas full of goodies like ammo and health, which are sometimes vital oases if B.J. is to survive. Stick an Allied boot up Himmler's butt this Spring!





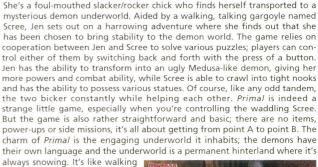


UPDATE!









If Buffy is the "girl next door," then Jen from Primal is her goth equivalent.







RTX RED ROCK



RTX Red Rock is a bit of a departure from what we're used to from LucasArts: it's not a Star Wars game, but still very science-fiction. It's a hundred years into the future and alien invaders have captured Red Rock, a colony on

Mars. The earth government is desperate and calls upon Wheeler, a Radical Tactics Expert (RTX), who is specially trained to be a one-man military ma-

chine. Equipped with a synthetic arm and a special eye sensor, Wheeler must reclaim Mars by blasting alien scum and restoring power to the abandoned colony. Wheeler's eye sensor comes with four different filters: naviscan for maps, heat sensor for enemies, electroscan for useable computers and bioscan for any signs of life. Iris, his personal digital assistant, will also chime in at times to help him get through some rough spots. Wheeler can detach and attach various weapons to his arm, including alien technology which he can acquire from fallen enemies. A big part of RTX Red Rock is controlling robots to do complex tasks, much like the missions in Star Wars Jedi Knight II: Jedi Outcast where Kyle Katan had to control droids. Wheeler will also get to fly alien spacecraft and drive Mars rovers. LucasArts is hoping that RTX Red Rock will turn into a long-running series. Look for a GameCube version as well.













RESIDENT EVIL 4

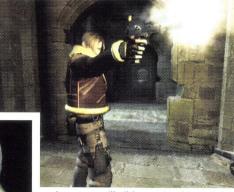
Capcom • Possible in 2003 • 1 Player



Resident Evil 4 is still shrouded in mystery...but by looking at these sneak-preview photos, it's pretty certain that this isn't going to be the same old Resident Evil title. Capcom insists that Resident Evil 4 will use a totally different system and that the game's







environments will all be rendered in real-time polygon graphics. It seems that Leon S. Kennedy will be the main character—but why is he not in his S.T.A.R.S. uniform like in *Resident Evil 2?* He also looks a lot older...and he's holding his gun with a lot more style and panache, more like Dante from *Devil May Cry.* It's certainly about time that the *Resident Evil* series gets a full makeover. We'll be sure to give you more details on this hot number as new info comes in.





A SOUND OF THUNDER

BAM! • Spring 2003 • 1 Player









A Sound of Thunder is inspired by Ray Bradbury's classic sci-fi novel of the same name. It's 2083 and time travel has finally become a reality-but the consequences are devastating. Dinosaur hunting has become a national pastime as hunters travel back in time to find bigger game. Meanwhile, a radical cult called the Global Entropy returns to the prehistoric past to alter history. Sud-

denly, Chicago becomes a hotbed of mutant dinosaurs and carnivorous plant life. Your mission as Travis Ryer is to travel back in time and make things right! The gameplay relies heavily on time-travel puzzles, where the player determines the outcome of the future by altering history. Travis will constantly be warping back and forth from modern-day Chicago to its prehistoric past. He'll have access to eleven different weapons, including sniper rifles, machine guns, machetes and more. The game is being developed by Computer Artworks,

which also worked on the recent game The Thing. A theatrical feature film based on Bradbury's novel is also scheduled to be released sometime this year.





The second

OUTLAW VOLLEYBALL: SPIKE OR DIE



The loonies from Outlaw Golf are putting away their clubs and heading for the beach! Outlaw Volleyball: Spike or Die

ike

continues the raunchy schtick of short tempers and scantily-clad ladies as they team up in twos to see who can spike the ball the hardest. 16 characters will be selectable, including Outlaw Golf players







Summer and Harley plus a few new hoodlums and bikini girls. Instead of taking out your frustrations on your caddy, you can now beat down opposing players between serves. Ten courts will be available in locations like Tar Beach, a New Jersey apartment building rooftop, Dogville State Penitentiary, a dank sewer, Vice Beach and other seedy spots. Characters earn skill points as they progress through the game, improving on attributes like defense, spiking, speed, etc. The game will also have online features via Xbox Live where you'll be able to challenge other players and download new characters, courts, extra clothes and more. So far, Outlaw Volleyball: Spike or Die is only planned for the Xbox.



GALERIANS: ASH





After his previous adventure in Galerians (in which his body was ravaged by questionable psionics experiments and served as the vessel for the destruction of a megalomanical computer with breasts), you'd think Rion would have given up on the whole "saving the world" thing. Unfortunately, there's no rest for the wicked—the plot in Galerians: Ash is as twisted as the first game, set in

a Lament-configuration of a world that invokes images of the neural pathways in a human brain and the internal workings of a computer. Ash is the ultimate bad-guy Galerian, a phoenix-like being who rose from the ashes of his creator and is intent on wreaking havoc with the last of his sociopathic Galerian cronies: Spider, an arachnophile, Parano, a knife-wielding sadist, Nitro, Romero, Pat and others, all similarly endowed with genetically-enhanced psychic abilities. Against this pantheon of foes there is only Rion, a rogue Galerian whose psychic skills are all he has to keep his foes at bay. Although he is pyrokinetic and can shoot energy blasts from his hands, levitate his enemies and launch homing missiles to follow his foes, his excessive consumption of psychic power will eventually short out his brain, which leads to something akin to psychic whiplash. Anyone familiar with the cyberpunk genre molded by authors like Philip K. Dick and William Gibson will recognize its thematic ideas and patterns in Galerians: Ash, one of a very few game titles with enough depth and originality to provide a truly existential experience.







INUYASHA



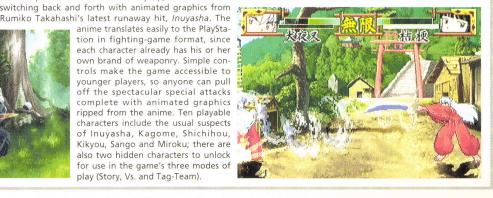
A dog-eared white-haired demon slices the air with a sword wielded by clawed hands...a uniform-clad schoolgirl draws back a bow and arrow, ready to unleash a blast of spiritual energy...sisters tagteam to pound their enemies to a pulp, switching back and forth with animated graphics from

> anime translates easily to the PlayStation in fighting-game format, since each character already has his or her own brand of weaponry. Simple controls make the game accessible to younger players, so anyone can pull off the spectacular special attacks complete with animated graphics ripped from the anime. Ten playable characters include the usual suspects of Inuyasha, Kagome, Shichihou, Kikyou, Sango and Miroku; there are also two hidden characters to unlock for use in the game's three modes of play (Story, Vs. and Tag-Team).









BIG MUTHA TRUCKERS



Big Mutha Truckers is like Redneck Rampage on 18 wheels! Unlike straightforward racing games like Sega's 18 Wheeler, the basic concept of Big Mutha Truckers is actually derived from the goods-trafficking theme of Elite, Europe's most popular 8-bit computer game. Four inbred siblings vie for ownership of their retired mother's truck company as they transport commodities all across the U.S. to see who can make the most money in Hick State County. The game is packed with yeehaw humor, but there's also a lesson in economics, namely supply and demand. Players have to deliver goods like beer to various merchants while paying heed



to the "buy" and "sell" prices of each product in various counties. You can also play slot machines, borrow money and converse with all manner of bartenders and their trailer-trash customers as you haul your big-rig from coast to coast.









THE KING OF ROUTE 66









The King of Route 66 continues the trucker lifestyle of



Sega's arcade-rooted 18 Wheeler: American Pro Trucker on the PlayStation 2. Rumble through America's Heartland as you haul your load from Illinois to California. Like 18 Wheeler, The King of Route 66 features a demolition derbystyle road trip as you square off with the evil Tornado Corporation to see who can be the King of the Road. Along the way you must impress eight beautiful trucker queens with your expert payload delivery skills. Trucks can be customized as you get set for your long trip to the West. So load up on the caffeine and diesel fuel and keep on truckin'!





IRIDION II





Iridion II is the follow-up to Iridion 3D, a surprising early GBA title that demonstrated outrageous 3-D graphic trickery. It's 500 years after the Iridion forces attacked Earth and humans are now safely colonizing what's left of the Iridion galaxy. A faction of the former Iridion empire decides to fight back and take back their colonies. This time, Iridion II comes with a story, adding some depth to the game. Iridion II

uses an angled topdown view of the action as opposed to the Star Fox-style behind-the-ship viewpoint of the original game. And speaking of viewpoints, shoot-'em-up fans will definitely recognize sevgameplay eral elements which have been borrowed from the Zaxxon-style Neo•Geo shooter Viewpoint. With more power-ups, better enemies and cooler level designs, Iridian II is more than just a 3-D gimmick for the Game Boy Advance.





GAME BOY

DIGIMON BATTLE SPIRIT

Bandai • Available Now • 1-2 Players

Welcome to the digital cockfighting age: You and a friend can link up to battle through seven multi-level stages featuring a wide variety of terrain dotted with traps, enemies and other hazards that plague your Digimon as they bite, claw and flame the "D-Spirit" balls out of their opponents. Right from the get-go, you can choose Guilmon, Terriermon, Patomon, Sukamon and many other popular Digimon for a one-player battle against time or a two-player battle to the finish. During the course of the battle, your Digimon can digivolve for several seconds, growing to ridiculous pro-







parison to the battle arenas which were designed for rookie-sized combat. Virtual pets running amok on your GBA!

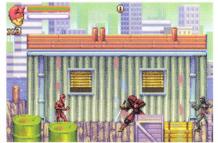
DAREDEV GAME BOY





Whether you want to be just like Ben Affleck or play as the cool, sightless superhero Daredevil, this new GBA cart will be

available just in time for the Daredevil movie. It's time to stir up the soup in Hell's Kitchen as Daredevil takes on New York's most evil crimelords. Daredevil will carry his trusty billy club as he beats down the likes of the



Kingpin, Elektra, Bullseye and the Sewer King. An onscreen radar will act as Daredevil's four other super-keen senses. There are plenty of secrets to uncover, including alternate costumes. comic book covers and stills from the movie. Be the "Man Without Fear!"

portions in com-

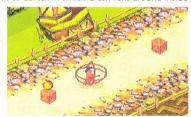
CRASH BANDICOOT 2: N-TRANCED



Our favorite orange marsupial is back on the GBA for another go in Crash Bandicoot N-Tranced. The game delivers the same box-bouncing and crushing action that we've come to expect

from Crash titles, but in an impressive 2-D format, like last year's Crash Bandicoot: The Huge Adventure for the GBA. There are some new gameplay additions, however, like the Super Monkey Ball-type levels of Crash Bandicoot: The Wrath of Cortex in which Crash rolls around inside

a giant sphere. The game also has plenty of Crash's classic "chase" sequences where Crash runs towards the screen while avoiding the snapping jaws of some giant predator. Crash Bandicoot 2: N-Tranced is available now!







SELECT

PLAYSTATION FEBRUARY

Big Strike Bowling (Take 2) Black & White (Bethesda) Bratz (Ubi Soft)

MARCH Inuvasha (Bandai)

APRIL

High Heat Major League Baseball 2004 (3DO)

PLAYSTATION 2 FEBRUARY

Batman: Dark Tomorrow (Kemco) BattleBots (THO) Breath of Fire: Dragon Quarter (Capcom)

Butt Ugly Martians: Zoom or Doom (Sierra) Cabela's Offroad Adventure (Activision)

Dark Cloud 2 (Sony)

Devil May Cry 2 (Capcom)

Elder Scrolls Adventure (Bethesda)

Everquest Online Adventures (Sony)

Evil Twin (Ubi Soft)

Freaky Flyers (Midway)

Galerians: Ash (Sammy)

Gladius (Lucas Arts)

Guilty Gear X2 (Sammy)

.hack (Bandai)

High Heat Major League Baseball 2004 (3DO) Jojo's Bizarre Adventure (Capcom)

Jungle Book: Rhythm N' Groove (Ubi Soft) Lara Croft Tomb Raider: The Angel of Darkness (Eidos)

Mace Griffin: Bounty Hunter (Crave)

Midnight Club 2 (Rockstar)

My Street (Sony)

Pride F.C. (THQ)

Primal (Sony)

Return to Castle Wolfenstein (Activision) Star Ocean: Till the End of Time (Enix)

Vexx (Acclaim)

World Tour Soccer 2003 (Sony)

Xenosaga (Namco)

Yu-Gi-Oh!: The Duelist of the Roses (Konami)

MARCH

Aero Elite: Combat Academy (Sega) Air Force Delta 3 (Konami)

Alter Echo (THQ)

Auto Modellista (Capcom)

Ballistic: Ecks vs. Sever (BAM!)

Bomberman Kart (Konami)

The Chessmaster (Ubi Soft)

City Racer (Ubi Soft)

Colin McRae Rally 3 (Codemasters) Dragon's Lair 3D (Encore)

Duke Nukem (Rockstar)

Dynasty Warriors 4 (Koei)

Evil Dead: Fistful of Boomstick (THQ)

Falcone: Into the Maelstrom (Titus)

Fear Effect 3 (Fidos)

Frogger Beyond (Konami)

Gunfighter 2: Return of Jesse James (Ubi Soft) Indiana Jones & the Emperor's Tomb (LucasArts)

Jurassic Park: Project Genesis (Vivendi/Universal) King of Route 66 (Sega)

Mafia (Take 2)

Micro Machines (Infogrames)

MLB 2004 (Sony)

Moto GP 3 (Namco)

Moto-X (Konami)

Rayman 3: Hoodlum Havoc (Ubi Soft) Red Dead Revolver (Capcom)

Return to Castle Wolfenstein (Activision) Robocop (Titus)

RTX Red Rock (LucasArts)

Shaun Murray's Pro Wakeboarder (Activision) Smash Cars (Metro 3D)

Tankers (Titus)

Tenchu 3: Wrath of Heaven (Activision) Tom Clancy's Rainbow Six: Rayen Shield (Libi Soft) Tom Clancy's The Sum of All Fears (Ubi Soft)

World Series Baseball 2K3 (Sega)

WWE Crush Hour (THO)

XIII (Ubi Soft)

Zone of the Enders: 2nd Runner (Konami)

APRIL

Celebrity Deathmatch (Rockstar)

Clock Tower 3 (Capcom)

Malice (Sierra)

Silent Hill 3 (Konami)

World's Scariest Police Chases (Sierra)

Dungeons & Dragons: Heroes (Infogrames) Enter the Matrix (Infogrames) The Hulk (Vivendi/Universal)

X-Files Delirium (Vivendi/Universal)

JUNE

Barbie: Treasures in Time (Knowledge Adventure) Crouching Tiger, Hidden Dragon (Ubi Soft) RPG Maker 2 (Agetec) Starsky & Hutch (Empire)

JULY

Daredevil (Encore)

SEPTEMBER

Jeopardy! 2003 (Infogrames) Nickelodeon Party Blast (Infogrames) Risk (Infogrames)

Wheel of Fortune 2003 (Infogrames)

XBOX FEBRUARY

All Star Baseball 2004 (Acclaim)

Apex (Infogrames)

Barbarian (Titus)

Colin McRae Rally 3 (Codemasters)

Crimson Skies: High Road to Revenge (Microsoft) Dino Crisis 3 (Capcom)

Falcone: Into the Maelstrom (Titus)

Gladius (LucasArts)

High Heat Major League Baseball 2004 (3DO) Indiana Jones & the Emperor's Tomb (LucasArts)

Marvel vs. Capcom 2 (Capcom)

Mercedes Benz World Racing (TDK)

Murakomo: Mech Hunter (Ubi Soft)

Pro Race Driver (Codemasters)

Star Wars: Knights of the Old Republic (LucasArts)

Stake (Metro 3D)

State of Emergency (Rockstar)

Vexx (Acclaim)

MARCH

Batman: Dark Tomorrow (Kemco) The Chessmaster (Ubi Soft)

Dronez (Metro 3D) Evil Dead: Fistful of Boomstick (THQ)

FILA World Tour Tennis (Xicat)

Fuel (Dreamcatcher) Godzilla (Infogrames) Haven: Call of the King (Midway) Jurassic Park: Project Genesis (Vivendi/Universal) Lamborghini (Majesco) Last Ninia: The Return (Simon & Schuster)

Loose Cannon 1 (Ubi Soft)

Mace Griffin Bounty Hunter (Crave) Malice (Sierra)

Micro Machines (Infogrames)

Midtown Madness 3 (Microsoft) Moto-X (Konami)

Ninja Gaiden (Tecmo)

Operation Flashpoint (Codemasters)

Rayman 3: Hoodlum Havoc (Ubi Soft) Red Faction II (THQ)

Return to Castle Wolfenstein (Activision)

Robocop (Titus)

Run Like Hell (Vivendi/Universal) Sea Dogs 2 (Bethesda)

Sergeant Cruise (Titus)

Shaun Murray's Pro Wakeboarder (Activision)

Sniper (Xicat)

Tao Feng (Microsoft)

Tom Clancy's Rainbow Six: Raven Shield (Ubi Soft)

Top Angler 2 (Xicat)

Top Gun (Titus)

World's Scariest Police Chases (Sierra) World Series Baseball 2K3 (Sega)

WWE Raw 2 (THQ)

XIII (Ubi Soft)

APRIL Brute Force (Microsoft)

MAY

Big Mutha Truckers (Empire)

Dungeons & Dragons: Heroes (Infogrames)

Enter the Matrix (Infogrames)

The Hulk (Vivendi/Universal)

Mafia (Take 2) Shayde: Monsters vs. Humans (Metro 3D)

JUNE

Daredevil (Encore)

Halo 2 (Microsoft) Outlaw Volleyball: Spike or Die (Simon & Schuster)

SEPTEMBER

Armada 2: Star Command (Infogrames) Mission Impossible: Operation Surma (Infogrames)

FEBRUAR All Star Baseball 2004 (Acclaim)

BattleBots (THO) Barbarian (Titus)

Conflict: Desert Storm (Take 2) Evolution Snowboarding (Konami)

Vexx (Acclaim)

Army Men: Sarge's War (3DO) Batman: Dark Tomorrow (Kemco)

City Racer (Ubi Soft) Cubix Robots for Everyone: Showdown (3DO)

Enclave (Conspiracy) Haven: Call of the King (Midway)

Jane's Attack Squadron (Infogrames) The Legend of Zelda: The Wind Waker (Nintendo) Mace Griffin Bounty Hunter (Crave)

Rayman 3: Hoodlum Havoc (Ubi Soft)

Micro Machines (Infogrames) NBA Ballers (Midway)

Red Faction II (THQ) RTX Red Rock (LucasArts) Shaun Murray's Pro Wakehoarder (Activision) Superman: Shadow of Apokolips (Infogrames) Tankers (Titus)

Tom Clancy's Rainbow Six: Raven Shield (Ubi Soft) Top Angler 2 (Xicat)

Transworld Surf (Infogrames)

World Series Baseball 2K3 (Sega)

V-Rally 3 (Infogrames) WWE Crush Hour (THQ) XIII (Ubi Soft)

1080 WhiteStorm (Nintendo) High Heat Baseball 2004 (3DO)

Wario World (Nintendo)

Dungeons & Dragons: Heroes (Infogrames) Enter the Matrix (Interplay) Gladius (LucasArts)

The Hulk (Vivendi/Universal)

Barbie: Treasures in Time (Knowledge Adventure) Crouching Tiger, Hidden Dragon (Ubi Soft) The Lord of the Rings: The Fellowship of the Ring (Vivendi/Universal)

GAME BOY ADVANCE FEBRUARY

All Star Baseball 2004 (Acclaim)

Barbarian (Titus) Bratz (Ubi Soft)

Bruce Lee (Vivendi/Universal)

Daredevil (Encore) Disney Sports Snowboarding (Konami)

Downforce (Titus)

GT Advance 3: Pro Concept Racing (THQ)

Lufia: The Ruins of Lore (Atlus) Mega Man and Bass (Capcom)

Mission Impossible: Operation Surma (Infogrames)

Robocop (Titus)

Samurai Jack: The Amulet of Time (BAM!)

Super Puzzle Fighter II (Capcom)

TOCA Touring (Ubi Soft) Ultimate Brain Games (Telegames)

Yu-Gi-Oh!: Dungeon Dice Monsters (Konami) Yu Suzuki Pack (THQ)

MARCH

007: Nightfire (EA) Baldur's Gate: Dark Alliance (Destination Software) Grand Theft Auto III (Destination Software)

High Heat Major League Baseball 2004 (3DO)

Iridion II (Maiesco) Jet Grind Radio (THO) The Lost Vikings (Vivendi/Universal) Rayman 3: Hoodlum Havoc (Ubi Soft)

Space Channel 5: Ulala's Cosmic Attack (THQ) Superman (Infogrames) Woody Woodpecker: Crazy Castle 5 (Kemco)

Worms Blast(Ubi Soft) APRIL Tom Clancy's Ghost Recon (Ubi Soft)

The Hulk (Vivendi/Universal) Pokémon Ruby (Nintendo)

Pokémon Sapphire (Nintendo) JUNE

The Fast and the Furious (Vivendi/Universal) The Recruit (BAM!) A Sound of Thunder (BAM!) Rock n Roll Racing (Vivendi/Universal)

* Publishers, please contact us with updates and/or corrections

TIPS & TRICKS

February 2003



Secret Codes

Enter any of the following codes at the title screen. A special message will appear after entering each code correctly.

Unlock all cheat trucks—L1, L2, R1, R2, L1, R1 Start with \$1,000,000—L2, □, R1, ○, R1, L1, ○,

Slow-mo mode—L1, L2, R1, R2, □, ○ Warp speed mode—L1, L2, R1, R2, □, □

AGGRESSIVE INLINE

Select "Cheats" from the Options menu and enter any of the following codes. You'll be automatically returned to the Options menu after entering a code correctly.

↑ ↑ ↓ ↓ ← → ← → B A B A—Unlock all levels $\downarrow \rightarrow \rightarrow \downarrow \leftarrow \downarrow \leftarrow \downarrow \rightarrow \rightarrow \rightarrow$ —Unlock all char-

acters $\leftarrow \leftarrow \rightarrow \rightarrow \leftarrow \rightarrow \downarrow \uparrow \uparrow \downarrow \land \vdash$ Juice meter re-

generates $\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow\leftarrow\leftarrow\rightarrow$ _Super spins $\uparrow \downarrow \uparrow \downarrow \leftarrow \rightarrow \leftarrow \rightarrow$ A B A B S—Low gravity wall rides SKELETON—Obtain all keys

BIGUPYASELF—Perfect grinds
JUSTIN BAILEY—Perfect handplants OUEZDONTSLEEP-Perfect manuals

ARCTIC THUNDER

Secret Codes

Enter any of the following codes at the Mode Select screen. A special message will appear after entering a correct code.

Rooster power-ups—R1, R2, L2, L1, □, START Grappling Hook power-ups-O, O, L2, O, O, L1, START

Random power-ups—R1, R2, □, ○, R1, R2,

START

Snow Bomb power-ups—O, O, R1, R2, START

No power-ups—D, D, D, R2, D, START

Super boost—O, L1, D, R2, D, L2, START

Opponent catch-up off—O, D, O, O, D, START

All invisible—D, O, D, R2, O, O, START

No drones—D, D, O, C, L1, R1, START

ARMORED CORE 2

Limiter Release

At any time during gameplay, hold R2 + L2 and press R3 (push the right analog stick into the controller). For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like.

ARMY MEN: AIR ATTACK 2

Mission Select
At the main menu, select "Continue Game then select "Password." Next, enter Up, \times , \bigcirc , Up, Left, \square , \bigcirc , \times as your password. You can now select from any of the 20 missions in the

ARMY MEN: RTS

Secret Codes

Enter the following codes at any time during gameplay. As you enter each code correctly, you'll hear a special sound effect when you release the R2 button

Hold **R2** and press \triangle , \square , \bigcirc , \times , \triangle , \times —2,000

Hold **R2** and press \triangle , \bigcirc , \square , \times , \triangle , \square —5,000

Hold R2 and press \square , \triangle , \square , \square , X, \bigcirc —Alter-

nate team colors Hold R2 and press □, □, X, △, X, □—Super

soldiers Hold R2 and press \triangle , \triangle , \times , \square , \triangle , \triangle —Super

enemy soldiers Hold R2 and press \bigcirc , \square , \bigcirc , \square , \triangle , \triangle —Paratroopers

Hold **R2** and press \square , \square , \square , \triangle , \bigcirc , X—Extra resources for dump trucks

ATV OFFROAD FURY

Secret Codes

At the main menu, select "Pro-Career," then select any empty slot at the following screen. Next, enter any of the following codes as your name. If you entered a correct code, you'll automatically return to the main menu.

CHACHING-Unlock all ATVs WHATEXIT—Unlock all tracks ALLOUTAI—More aggressive opponents

ATV OFFROAD FURY 2

Secret Codes

Select "Profile Editor" from the main menu, then select "Unlock Items" and choose the "Cheats" option. Enter any of the following

codes at the next screen that appears. A spe cial message will appear to confirm each

I G I V E U P—Unlock almost everything FLYPAPER—Wrecks disabled G A B R I E L-Unlock San Jacinto Isles E A T D I R T—Aggressive AI enabled

BALDUR'S GATE: DARK ALLIANCE

Play as Drizzt Do'Urden

At the character select screen, hold L1 + R1 + △ and press X. You won't see or hear any spe cial indication that the code worked until you begin your game.

Level Warp & Invincibility

At any time during gameplay, hold L1 + R2 + Left + \triangle and press START. After entering the code correctly, a special menu will appear. Power-Up Your Character

At any time during gameplay, hold L1 + R2 + Left + △ and press R3 (push the right analog stick). Your character's level will be set to 20 and you'll have 75,000 gold and all level 1 feats. This code will only partially work if you are using Drizzt.

BLADEII

Main Menu Cheats

Enter any of the following codes at the main

Unlock Missions—Hold L1 and press Down. Up, Left, Left, O, Right, Down, Unlock Weapons—Hold L1 and press \square , \bigcirc , **Down**, Left, \bigcirc , \bigcirc , \triangle

Unlock Daywalker Difficulty—Hold L1 and press Left, O, Up, Down, \Box , O, \times

In-Game Cheats

At any time during the game, press START to pause, then enter any of the following codes at the "Game Paused" menu:

Infinite Health—Hold L1 and press \triangle , \square , \triangle , Rage Always—Hold L1 and press Left, Down,

Left, Down, Right, Up, Right, Up Infinite Ammo-Hold L1 and press Left, O. Right, \square , Up, \triangle , Down, \times

BLOOD OMEN 2

At the main menu, press L1, R1, L2, R2, \(\subseteq \), \(\cap \), △. You'll hear a special sound effect after entering the code correctly. When you start a new game, you'll begin with the Soul Reaver

BLOODRAYNE

Secret Codes

From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause menu. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after entry

ON THE LEVEL—Enable level select

TRI ASSASSIN DONT DIE—Unlock God Mode LAME YANKEE DONT FEED—Unlock Restore

ANGRY XXX INSANE HOOKER-Unlock Fill Bloodlust

NAKED NASTY DISHWASHER DANCE-Unlock Time Factor paramete

DONT FART ON OSCAR—Unlock Enemies pa-

SHOW ME MY WEAPONS—Unlock Show Weapons on Body INSANE GIBS MODE GOOD—Unlock Gratu-

itous Dismemberment JUGGY DANCE SQUAD—Unlock Juggy Mode

CONTRA: SHATTERED SOLDIER

30 Lives

At the main menu, press Up, Up, Down, Down, L1, R1, L2, R2, L3, R3 on Controller 2. You'll hear a special sound effect after entering it correctly, after which you'll start a game

Secret Bicycle
To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen: Hold L1, hold R1, release L1, release R1 Hold R1, hold L1, release R1, release L1 When you lock in your character with the \times button, you'll hear a bicycle bell to confirm that the code has been entered correctly. You can also enter the code with the L2 and R2 buttons if you wish

DAVE MIRRA FREESTYLE BMX 2

The following codes can be entered at the main menu:

 Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks Up, Right, Down, Left, Right, Right, Up. Down, Left, Right, Up, Left, Right, Right,

Unlock all movies—Up, Left, Down, Right,

Left, Left, Right, Left, Up, Down, □

• Unlock secret pieces in Park Editor—Up, Left, Down, Right, Down, Up, Up, Down, Right, Right,

 Unlock all Park Editor themes—Up, Left, Down, Right, Down, Up, Down, Right, Left, Left.

DEUS EX: THE CONSPIRACY

Cheat Code

At any time during gameplay, press **SELECT** to enter the Goals/Notes/Images screen. Next, press L2 R2 L1 R1 START, START, START, An additional menu item called "Cheats" will immediately appear on this screen.

DOWNFORCE

Secret Codes

Enter any of the following codes at the main menu. After entering each one correctly, the car selection screen will appear and you'll automatically proceed to the corresponding

Left, Right, Right, □, Down, △, △, □—Access Crash Arena for one player

Right, Left, Left, \bigcirc , Up, \triangle , \triangle , \square —Access Crash Arena for two players

Right, Right, O, Left, L1, O, R1, O—Unlock all Trophy stages

Down, O, Up, Down, O, O, R1, L1—Unlock all Championship modes

DRAKAN: THE ANCIENT'S GATES

At any time during gameplay, press and hold 11 then R2 then L2 then R1. While continuing to hold all four buttons, enter any of the following codes. A special message will appear in the upper left corner of the screen after you've entered a correct code.

○, □, Right, Left, ×, △, Down, Up—Add

10,000 gold to your inventory

□, △, ○, ×, Right, Down, Left, Up—Increase

our experience level by Up, Down, Left, Right, Right, Left, Down,

Up-Unlock all spells and increase their level by 1 , Down, \bigcirc , Left, \square , Right, \times , Up—Full

Health and Mana X, Down, △, Up, ○, Right, □, Left—Invincibility

DRIVEN

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering each one correctly.

Up, Down, Right, Left, Up, Up, Down-Unlock all drivers in Arcade Mode Down, Left, Up, Right, Right, Up, Down,

Left—Unlock all Story Mode chapters Up, Up, Left, Down, Left, Right, Right, Up— Unlock all tracks in Arcade Mode

DYNASTY WARRIORS 2

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu

Unlock Wu Kingdom characters—

,

, R2, R2,

Unlock Shu Kingdom characters— \square , \square , R1, R1, □, □, R2, R2 Unlock all characters— R1, R2, R2, R2, D,

Select either side in Free Mode—Hold down ∧ and press R1, L1, L2, R2, R1, L1, L2, R2

Unlock all stages in Free Mode—Hold down □ and press L1, R1, R2, L2, L1, R1, R2, L2 Unlock BGM Test-L1, L1, L1, R1, R1, R1, L2, R2

Unlock Opening Edit—R2, R2, R2, L2, L2, L2,

Unlock Wei Kingdom characters——, —, —, —,

DYNASTY WARRIORS 3

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering each code correctly

R1, R2, L2, L1, □, L1, L2, R2, R1, △—Unlock all Free Mode stages \triangle , L1, \triangle , R1, \triangle , \square , L2, \square , R2, \square —Unlock all

movies in Movie Gallery R1, □, R1, △, R1, L1, □, L1, △, L1—Unlock "Opening" item in Options

L1, L1, R1, R1, L2, L2, R2, R2, □, △—Unlock all

Sound Test BGMs L1, D. A. R2, L1, L2, L2, R1, D, L1—Unlock all Shu characters

A. A. L1. □. R1. R2. L1. L2. L2. L2—Unlock all

Wu characters 12 11 \(\triangle \) \(\triangle \) 11 12 R1 R2 L1 L2—Unlock all

Wei characters R2, R2, R2, L1, △, L2, L2, L2, R1, □—Unlock all characters

ENDGAME

Unlock Everything

At the title screen, press START, When the main menu appears, press × 13 times, □, > five times, \square , \times two times, \square , \times nine times, \square , \times seven times, \square , \times three times, \square , \times eight times, \square , \times five times, \square , \times , \square , \times 20 times. After entering the code correctly, the main menu items will disappear and re-appear.

ESPN X GAMES SKATEBOARDING

Unlock All Stages
At the title screen, press Up, Up, Up, Down, Down, Down, Up, Down, Up, Down, Up, Down, L1, R1. You'll hear a special sound effect after entering it correctly.

EXTREME G III

Secret Cheats

At the "Game Modes" screen, enter any of the following codes. A special message will appear after entering a code correctly.

Win next race-L1 + R1 + L2 + R2, L2 + R2, R1 + R2. L1 + R1 + L2 + R2

Infinite ammo—L2, R2, L1, R1, L2 + R2, L1 + R1 Infinite shield-L1 + R1, L2 + R2, L1 + L2, R1 +

Unlock all tracks—L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2 Start with 500,000 credits-L1, L1, L1, L1, L1, L1, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2

Double prize money-L1, L2, R2, R1, R1, R2,

Secret Codes
At the title screen, press Down, Right, Up, Left, Left, Up, Right, Down. You'll hear a special sound effect upon entering the code cor-rectly. Next, enter any of the following codes gamenlay

Left, Right, Right, Left, Up-Automatically capture an Autocatche

Right, Left, Left, Right, Up-Automatically capture a Multiplier Down, Up, Down, Up, Right, Left, Left,

Right—Remove track graphics Down, Up, Up, Down, Down, Up, Up, Down—

GAUNTLET: DARK LEGACY

Secret Codes

Enter any of the following codes as your character's name when you begin a new game. All effects are permanent.

I N V U L N—Invulnerability 0 0 0 0 0 0—Invisibility

S S H O T S—Super shots M E N A G E-3-Way shots

R E F L E X—Reflecting shots PEEKIN-X-ray vision

PURPLE—Full Turbo D E L T A 1-Giant player, tiny enemies A L L F U L—Start with 9 Potions, 9 Keys

1 0 0 0 0 K-Start with 10,000 Gold EGG911-Play as Pojo the chicken T A K 1 1 8—Play as a ninja

K A O 2 9 2—Play as a waitress R I Z 7 2 1—Play as a quarterback SJB 9 6 4—Play as a martial artist with two

scythes A Y A 5 5 5—Play as a Japanese schoolgirl

C E L 7 2 1—Play as a cheerleader S K Y 1 0 0—Play as a green alien

S U M 2 2 4—Play as Sumner

GIANTS: CITIZEN KABUTO

Enter any of the following codes at the "Player ID" screen that appears whenever you start a new game. You'll hear a roaring sound

effect after entering a correct code. A L P U N—Unlock the Cheats menu from within the "Extras" menu

X T R A S E E—During gameplay, △ will toggle between a front and rear view

GRADIUS III AND IV

All Power-Ups

At any time during gameplay, press START to pause the game, then enter any of the following codes. Each one will take effect immediately after pressing START again to unpause. Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game.

All Power-ups plus Laser—Press Up, Up, Down, Down, Left, Right, Left, Right, X, ○
All Power-ups plus Double—Press Up, Up, Down, Down, Left, Right, Left, Right, □, △

GRAND THEFT AUTO III

Secret Codes

Enter any of the following codes during gameplay. You'll hear a special sound effect after correctly entering each one

100 Health-R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up 100 Armor-R2, R2, L1, L2, Left, Down, Right,

Up, Left, Down, Right, Up
All weapons—R2, R2, L1, R2, Left, Down,

Right, Up, Left, Down, Right, Up \$250,000—R2, R2, L1, L1, Left, Down, Right,

Up, Left, Down, Right, Up Lower "Wanted" level-R2, R2, L1, R2, Up, Down, Up, Down, Up, Down

Raise "Wanted" level-R2, R2, L1, R2, Left, Right, Left, Right, Left, Right

All cars explode—L2, R2, L1, R1, L2, R2, △, □, O. A. L2. L1

Invisible cars—L1, L1, \square , R2, \triangle , L1, \triangle Better steering—R1, L1, R2, L1, Left, R1, R1, \(\triangle\)
Note: With the "better steering" code in place, you can make your vehicle jump by pressing L3 (push the left analog joystick). Tank—O, O, O, O, O, O, R1, L2, L1, △, O, △

Fog—L1, L2, R1, R2, R2, R1, L2, × Rain-L1, L2, R1, R2, R2, R1, L2, O Cloudy sky-L1, L2, R1, R2, R2, R1, L2 Clear sky—L1, L2, R1, R2, R2, R1, L2, △ Speed up clock-O, O, O, □, □, □,

Alternate costume-Right, Down, Left, Up, L1, L2, Up, Left, Down, Right

Pedestrians riot-Down, Up, Left, Up, X, R1, R2 12 11 Pedestrians riot more—R2, R1, △, X, L2, L1,

Up. Down peed up game—△, Up, Right, Down, □, L1,

12 Slow down game— \triangle , Up, Right, Down, \Box ,

R1 R2 Note: The "speed up game" and "slow down

game" codes can be entered repeatedly to increase their effects.

GRAND THEFT AUTO: VICE CITY

Secret Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive. Note: Most of the codes cannot be de activated once you've turned them on; you must reset the PlayStation 2 in order to restore the game to normal. Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. To keep your saved game from being affected, it's best to remove your memory card before en tering any cheat codes and leave it out until after you turn off the PS2.

100 Health-R1, R2, L1, O, Left, Down, Right, Up, Left, Down, Right, Up 100 Armor—R1, R2, L1, X, Left, Down, Right,

Up, Left, Down, Right, Up
All normal weapons—R1, R2, L1, R2, Left,

Down, Right, Up, Left, Down, Right, Up All medium weapons-R1, R2, L1, R2, Left. Down, Right, Up, Left, Down, Down, Left All powerful weapons-R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down

"Wanted" level +2-R1, R1, O, R2, Left, Right, Left, Right, Left, Right "Wanted" level 0—R1, R1, ○, R2, Up, Down,

Up. Down, Up. Down buicide-Right, L2, Down, R1, Left, Left, R1, L1, L2, L1

Fast game clock—O, O, L1, □, L1, □, □, □, L1.

Slower game speed—△, Up, Right, Down, □, R2, R1 (Enter this code repeatedly to increase its effect) Faster game speed— \triangle , Up, Right, Down, L2, L1,

(Enter this code repeatedly to increase

its effect)

Pedestrians have weapons-R2, R1, X, A, X, A Un Down

Pedestrians riot—Down, Left, Up. Left, X. R2. R1, L2, L1 Pedestrians attack you—Down, Up, Up, Up, X.

R2. R1, L2, L2 Display pursuit data—O, L1, Down, L2, Left, X, R1, L1, Right, X (If you are being pursued by the police, your current and maximum "chase" level will be displayed beneath your "Wanted" level along with updates about any news coverage you receive)

Certain women follow you-O, X, L1, L1, R2, X, X, O, A (Note: As your stats increase and you earn more money and better clothes, you

will attract a wider variety of women)
Gangsters at the properties you own are women in bikinis with guns-Right, L1, O, L2, Left, X. R1, L1, L1, X

All cars explode—R2, L2, R1, L1, L2, R2, \(\triangle \). O A 12 11 More aggressive drivers—R2, O, R1, L2, Left,

R1. L1. R2, L2 Invisible vehicles— \triangle , L1, \triangle , R2, \square , L1, L1

Increase tire size for certain sports cars—R1, \times , \triangle , Right, R2, \square , Up, Down, \square (Note: This code can be entered repeatedly to increase its effects, but it will not register again unless you reload a saved game or completely restart a new game)

All randomly-colored vehicles are black—O, L2, Up, R1, Left, ×, R1, L1, Left, ○

All randomly-colored vehicles are pink—O, L1, Down, L2, Left, X, R1, L1, Right, C

Cars can fly for short distances—Right, R2, O, R1, L2, Down, L1, R1 Better vehicle handling-A, R1, R1, Left, R1,

L1, R2, L1 (with this code in place, press L3 to make your vehicle jump) Cars can drive over water-Right, R2, O, R1,

L2, , R1, R2 Play as Lance Vance-O, L2, Left, X, R1, L1, X,

Play as Candy Suxxx—O, R2, Down, R1, Left, Right, R1, L1, X, L2

Play as Ken Rosenberg—Right, L1, Up, L2, L1, Right, R1, L1, X, R1

Hilary King-R1, O, R2, L1, Right, R1, L1. X. R2 ay as Jezz Torrent—Down, L1, Down, L2,

Left, X, R1, L1, X, X Play as Phil Cassidy—Right, R1, Up, R2, L1,

Right, R1, L1, Right, O Play as Sonny Forelli—O, L1, O, L2, Left, X, R1,

Play as Mercedes—R2, L1, Up, L1, Right, R1,

Right, Up, ○, △ Play as Dick—R1, L2, R2, L1, Right, R2, Left, X,

Play as Ricardo Diaz-L1, L2, R1, R2, Down, L1. R2. L2

Play as a pedestrian-Right, Right, Left, Up. L1, L2, Left, Up, Down, Right (enter this code repeatedly to change into different characters. Note: This code may not work unless Tommy is wearing his default "street" clothes when you enter it)

Bloodring Banger #1 appears—Down, R1, O, L2, L2, X, R1, L1, Left, Left

Bloodring Banger #2 appears—Up, Right, Right, L1, Right, Up,

, L2

Hotring Racer #1 appears—R1, \bigcirc , R2, Right, L1, L2, \times , \times , \square , R1 Hotring Racer #2 appears-R2, L1, O, Right,

L1, R1, Right, Up, O, R2 Sabre Turbo appears-Right, L2, Down, L2, L2, X. R1. L1. O. Left

Romero's Hearse appears—Down, R2, Down, R1, L2, Left, R1, L1, Left, Right

Love Fist limousine appears-R2, Up, L2, Left, Left, R1, L1, O, Right Caddy appears—O, L1, Up, R1, L2, X, R1, L1,

Trashmaster appears—O, R1, O, R1, Left, Left,

R1, L1, O, Right Rhino tank appears—O, O, L1, O, O, O, L1, L2,

Clear weather—R2, X, L1, L1, L2, L2, L2, Down Cloudy weather—R2, X, L1, L1, L2, L2, L2, \triangle Overcast sky—R2, X, L1, L1, L2, L2, L2, □ Rain-R2, X, L1, L1, L2, L2, L2, C Foq-R2, X, L1, L1, L2, L2, L2, X

GRAVITY GAMES BIKE: STREET • VERT • DIRT

nlock Everything

Select "Options" from the main menu, then select "Cheat Codes" and enter the code "LOTACRAP" to unlock all characters, levels, bikes and videos.

GUILTY GEAR X

Unlock Dizzy & Testament

At the title screen, when the words "Press Start" appear, press Down, Right, Right, Up. START. You'll hear a sound effect to confirm.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003

Secret "Game Edit" Menu

code in place, you can call up a cheat menu at any time by pressing L1 + L2 + R1 + R2 at the "paused" menu. Here you can adjust any of the game's parameters, including the score, the inning and the number of balls, strikes or

HITMAN 2: SILENT ASSASSIN

Cheat Codes

Enter any of the following codes at any time during gameplay. You'll receive special confirafter entering a correct code.

R2, L2, Up, Down, X, L3, O, X, O, X-Level R2, L2, Up, Down, X, Up, Down—Hitman full

heal R2, L2, Up, Down, X, R1, R1—Lethal Charge on

R2, L2, Up, Down, X, R2, R2—Megaforce R2, L2, Up, Down, X, L2, L2—Gravity off

R2, L2, Up, Down, X, Up, L1—Bomb on R2, L2, Up, Down, X, L1, L1-Nailgun on R2, L2, Up, Down, X, Up, L2—Slo mo on

JEREMY MCGRATH SUPERCROSS WORLD

Enter the following codes at the main menu After entering each one correctly, you'll see a text message appear briefly at the bottom left corner of the screen.

R2 L1. T. O. O. O-Low gravity Up, Up, Up, Up, R1, □, ○—Infinite turbo

JONNY MOSELEY MAD TRIX

Unlock All Characters, Costumes, Skis and Courses

At the title screen, hold L2 + L3 + R1 + Down ☐ and press ○. (L3 is activated by pushing the left analog stick into the controller.) You won't get any special confirmation after entering it correctly, so you'll have to enter the character-select screen in order to verify the

LE MANS 24 HOURS

At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen. Next, enter any of the following codes as your name. You'll hear a special sound effect after entering a correct code

N U M B A T—Unlock all Championships S P E E D Y-Unlock all tracks A C O—Unlock all cars

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, △, △, □. A special message will appear to confirm.

LEGO RACERS 2

Secret Codes

At any time during gameplay, press START to pause, then enter any of the following codes. You'll hear a special sound effect after entering a correct code. These codes must be entered rapidly or they may not be recognized. Unlock Mars-Left, Left, Right, Right, Left, Left, Right, Right, Down, Left, Right

Toggle alternate camera view—Left, Left, Left, Right, Right, Right, Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right

THE MARK OF KRI

Cheat Codes

Enter any of the following codes at the title screen when the words "PRESS START BUT-TON" appear. Once you've activated a cheat, you must visit the Sage and select "Cheats" to turn it on.

X, O, O, X, \square , \square , \square , X, X, X, X, X—Unlock "Arena enemies Al off" cheat X, O, \(\partial \), \(\tau \), \(\tau

"Tougher Enemies" cheat □, □, X, □, O, O, X, □, □, X—Unlock "Unlimited Arrows" cheat

X, O, O, \(\subseteq\), X, \(\supseteq\), \(\supseteq\). \(\supseteq\) Unlock "Wimpy Ene-

mies" cheat X, X, X, X, □, □, □, □, O, O, O, O—Unlock "Full Health Power" cheat \square , \bigcirc , \times , \square , \bigcirc , \square , \times , \bigcirc , \times , \square , \bigcirc , \times —Unlock "Invincible Rau" cheat

MAT HOFFMAN'S PRO BMX 2

At the "Press Start" screen, quickly enter any of the following codes. You'll hear a special sound effect after entering each code cor-

TIPS & TRICKS

Down, Up, O, Down, Up, O, Down, Up, O-Perfect balance

Down, X, X, X, R1, R1, R1—Adrenaline meter always full Down, A. A. X. X. R1. R1-All riders have

fiery hands and feet Down, Up, Left, Down, Right, Down, Left,

△, Up, Down, Up, Down, □—Unlock Day Smith
△, Down, Left, Left, Down, □—Unlock

△, Right, Up, Right, Up, □—Unlock Bigfoot Left, Right, Left, Right, Left—Unlock Mime

A. Up. Up. X. Up. Up. X—Uplock Volcano L1, L1, Up, Up—Unlock "vegas" rags (rider

options)

○, △, **Left, Right, Left,** ○—Unlock "gear" rags (rider options) L1, L1, Down, R1, X, L1-Unlock Tiki Battle

□, Right, Right, △, Down, □—Unlock all levels

in all modes except Road Trip □, Up, △, Up, △, □—Unlock Chicago in Road

Trip mode , R1, Left, L1, Right, —Unlock Las Vegas in Road Trip mode

, Down, Right, Up, Left, -Unlock New Or-

, Up, Down, Down, Up, —Unlock Boston in Road Trip mode

 \square , Left, \triangle , \triangle , Left, \square —Unlock Los Angeles in Road Trip mode

 \Box , \times , \times , \triangle , \triangle , \Box —Unlock Portland in Road R1, Left, O, Left, O, Left, R1—Unlock all Mat

nan videos R1, Up, X, A, Down, R1-Unlock all Joe Kowalski videos

R1, L1, Right, R1, Left, R1-Unlock all Rick Thorne videos R1, O, X, X, O, X, X, R1—Unlock all Mike Es-

camilla videos R1, L1, L1, R1, L1, R1—Unlock all Simon

Tabron videos R1, X, A, Down, Up, R1-Unlock all Kevin

Robinson videos

R1, Left, Right, Left, Right, Left, Right, R1— Unlock all Ruben Alcantara videos

R1, Up, Up, O, O, O, R1—Unlock all Seth Kimbrough videos R1, Down, \triangle , \bigcirc , Down, \triangle , \bigcirc , R1—Unlock all

Nate Wessel videos R1, Up, Down, Left, X, X, X, R1-Unlock "Big Ramp" video

R1, O, Left, Left, \square , Right, Right, R1—Unlock "Day Flatland" video L1, Left, Left, Right, Right, X, X-Un-

lock all music tracks Down, △, O, X, □—No on-screen displays

MAX PAYNE

Secret Codes At any time during gameplay, press START to pause, then enter any of the following codes. You won't hear or see any special confirmation, but the effects of each code will take place immediately. You may have to re-enter some of the codes after moving between

reas for them to remain effective. L1, L1, L2, L2, R1, R1, R2, R2-Invincibility L1, L2, R1, R2, A, X, X, A-Infinite Bullet

L1, L2, R1, R2, △, ○, X, □—All weapons &

L1, L2, R1, R2, △, □, X, ○—Enemies die in

Level Select First, play the game normally until you reach Chapter 2: One Way Or the Other, Now, press START to pause the game, then press SELECT to return to the main menu. Next, press Up, Down, Left, Right, Up, Left, Down, O, then select "Load Level." If you don't have a memory card, just select "Continue" when the prompt appears. If you entered the code correctly, you'll find that all the levels in the game will be unlocked.

MEDAL OF HONOR: FRONTLINE

Cheat Codes

At any time during the game, press START to pause, then enter any of the following cheats. The game will automatically unpause when you enter a cheat correctly

□, L1, ○, R1, △, L2, SELECT, R2—Invincibility O, L2, □, L1, SELECT, R2, △, SELECT—Unlimited ammo and no reloading

Enter any of the following codes at the Password screen from within the Options menu. The codes marked with an asterisk (*) activate cheats which must then be turned on at the



TPDOMOHTON—MOHton Torpedo (glowing bullets)*
W H A T Y O U G E T—Silver Bullet (one-hit

enemy kills)* B U L L E T Z A P—Bullet Shield (bullets can't

U R T H E M A N—Perfectionist (one hit kills

vou)3

W H E R E R U—Invisible Enemy*
G L A S S J A W—Achilles Head (enemies can only be killed with head shots)*

BOING-Rubber Grenades* H A B R D A S H R—Men With Hats* LONGSHOT-Snipe-o-Rama (all weapons

have sniper rifle zoom ability)* M O N K E Y—Earn a gold star for the current level (note: this code allows you to skip to the next level, but you will start with no an TIMEWARP—Earn a gold star for the level

previous to the current level

O R A N G U T A N—Unlock Mission 2: A

B A B O O N-Unlock Mission 3: Needle in a

C H I M P N Z E E—Unlock Mission 4: Several Bridges Too Far

L F M U R—Unlock Mission 5: Rolling Thunder G O R I L L A—Unlock Mission 6: The Horten's Nest

BACKSTAGEO-Unlock "Making of D-

Day" film in Gallery

B A C K S T A G E T—Unlock "Making of A Storm in the port" film in Gallery

B A C K S T A G E R—Unlock "Making of Nee-dle in a Haystack" film in Gallery B A C K S T A G E F—Unlock "Making of Several Bridges Too Far" film in Gallery

B A C K S T A G E I—Unlock "Making of Rolling Thunder" film in Gallery
B A C K S T A G E S—Unlock "Making of The

Horten's Nest" film in Gallery
A N I M R E E L—Unlock "From the Animator's

Desk" film in Gallery
M A G G O T A H O Y—Unlock "A Good Day

to Dye" film in Gallery B Y E G O N E M O H—Unlock "The Orchestra-

tion of War" film in Gallery
D A W O I K S—Unlock all "Bonus" cheats,

levels, medals and films in Gallery
FRESHDEMO—Unlock "Our Trip to Holland" demo movie (wait at the main menu for about 30 seconds to see it)

MEN IN BLACK II: ALIEN ESCAPE

Secret Codes

Enter any of the following codes at the title screen when the text "Press Start" appears. The screen will flash white after each code is entered correctly.

Right, \times , R1, \triangle , Up, L2, \times , Left, L1, \bigcirc , \times , R2—

R1, \triangle , Down, Down, \times , L2, Left, \square , Right, \triangle , R2, L1—Unlock all Boss Mode stages \square , Up, L2, Left, \triangle , \times , R2, \bigcirc , Right, R1, \square , \bigcirc — Unlock all CST stages Up, Down, \times , \square , R1, \triangle , \triangle , Left, \bigcirc , L1, L1,

Right-Start with all weapons

Unlock Smuggler's Run Buggy
First, you must start the game with a memory card containing a save file from Smuggler's Run. Next, at the "Vehicle Select" screen, the Smuggler's Run Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs!

MINORITY REPORT

Secret Codes

Choose "Special" from the main menu, then select "Cheats," then "Enter Cheat Code." At the next screen, enter any of the following codes. A special message will appear upon entering a correct code.

BUTTERUP—Restore player's health STRAPPED—All weapons MRIUARF7—Infinite ammo L R G A R M S—Invincibility

OUITER-Level skip PASSKEY—Level warp all DONOTSEL—Do not select STIZOMIZO-Slomo button

B O U N Z M E N—Bouncy men SPINACH—Super damage STYLIN-Dramatic finish

C L U T Z—Wreck the joint STEELUP-Armor C L U M S Y—Rag doll S L U G G E R-Baseball bat

FPSSTYLE—Free aim WIMP—Ending scene
DIRECTOR—Unlock all movies

N I N J A—Unlock all combos SKETCHPAD—Unlock concept art

M A X I M U M H U R T—Unlock Pain Arenas W F I G H T G A I N-Nara hero

HAIRLOSS-Moselev hero B I G I I P S—Nikki hero S C A R Y C L O W N—Clown hero S U P E R J O H N-SuperJohn hero GNRLINFANTRY—GI John hero I A I I B R F A K—Convict hero MRROBOTO—Robot hero I A M S O S D E A D—Zombie hero HISSSS-Lizard hero

MISTER MOSQUITO

Kaneyo Mosquito

At the main menu, hold L1 and quickly press Up, Right, Left, Down, □, □, R1, R1, R1. If you're fast enough, you'll hear Kaneyo's voice to confirm the code. The Kaneyo mosquito option will appear at the mosquito color selection screen

Kenichi Mosauito

This code will not work unless you enter the Kaneyo Mosquito code first. At the main menu, hold L2 and quickly press Up, Right, Left, Down, \Box , \Box , R2, R2, R2, R2 if you're fast enough, you'll hear Kenichi's voice to confirm the code. The Kenichi mosquito option will appear at the mosquito color selection screen. Hidden Game

At the title screen, rotate the right analog stick clockwise 30 times. Every 10th rotation, you'll hear a chime. When you get to the 30th rotation, you'll automatically begin playing the hidden game, "Reckless Cyclist."

MLB SLUGFEST 2003

Secret Codes

At the "versus" screen just before the game starts, enter the following codes by pressing △ and ○ followed by a direction on the D-pad. For example to enter the "Rocket Park" code (3-2-1-Up), press \square three times, \triangle two times and O once, then press **Up** on the D-pad. A message will appear to confirm each code.

4-4-4-Down-Unlimited Turbo 3-0-0-Left—Max. Batting 0-3-0-Left-Max Power

0-0-3-Left—Max. Speed

3-4-3-Up—No Fatigue 1-1-1-Down—Tournament Mode 1-2-3-Up—Extra Time After Plays 2-4-2-Up—Rubber Ball

2-4-2-Down-16" Softball 0-0-4-Left-Mace Bat

0-0-4-Right—Whiffle Bat 0-0-4-Up-Log Bat

2-0-0-Left—Tiny Head 2-0-0-Right—Big Head

3-3-3-Up—Coliseum Stadium 3-2-1-Up—Rocket Stadium

2-1-0-Right—Pinto Team 2-1-1-Right—Horse Team 2-1-2-Right—Eagle Team

2-2-0-Right—Lion Team 2-2-2-Right—Team: Todd McFarlane

3-3-3-Right—Team: Terry Fitzgerald

Unlock All Tracks

At the main menu, select "Championship," then select an empty file. Next, continue through the setup screens until you reach the Entry Form. Enter "IRATA" as your name and select "Done." At the following screen, press △ repeatedly to return to the main menu, then check out the track selection screen to find everything unlocked.

MX SUPERFLY

Unlock All Courses, Riders & Mini-Games At the main menu, press \triangle , hold L1 and press Left, then press \square , \triangle , hold L1 and press Right, hold R1 and press Down, hold R1 and press Right, then finally press SELECT. The controller will rumble immediately after entering the code correctly.

NASCAR HEAT 2002

"Hardcore" Realism
At the main menu, press Up, Down, Left, Right, R1, Up, Down. You'll hear a special sound effect if you entered it correctly. Now enter Championship mode; a new option called "Hardcore" will be available under the "Realism" category. Hornball Mode

At the main menu, select "Single Race." Next, at the "Race Day" screen, press Up, Down, Left, Right, R1, Down, Up. If you entered the code correctly, the race will immediately begin. Now you can shoot tires from the front of your car by pressing Up during the race.

NASCAR THUNDER 2002

Unlock Fantasy Drivers

At the Driver Select screen, select "Create-a-Car." Next, enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen. Next, select "Continue" and a special message will tell you that you unlocked a new driver.

Dave Alpern Ruster Auton Audrey Clark Scott Brewer Michelle Emser Rick Edwards Katrina Goode Diane Grubb Troi Hayes Jim Hannigan Crissy Hillsworth Traci Hultzapple Kristi Jones Rick Humphrey Joey Joulwan Cheryl King Mandy Misiak Josh Neelon Dave Nichols Kitt Paint Renny Parsons Ken Patterson Dick Paysor Tom Renedo Chuck Spicer Sasha Soares

Darvl Wolfe NBA 2K3

Cheat Codes From the main menu, select "Options," then select "Game Play." Next, while simultaneously holding **Left** on the D-pad and **Right** on the left analog stick, press START. Now return to the Options menu; you'll notice that a new menu item, "Codes," has appeared on the bottom of the screen. Now enter the following codes at the code entry screen. Be sure to enter the codes in capital letters.

M E G A S T A R S-Unlocks the NBA 2K3, Sega Sports and VC teams

S P R I N G E R—Trash appears on the ground in Street mode

NBA LIVE 2003

Secret Characters

From the Main Menu, enter the Roster Management menu and select the "Create Player" option. Enter any of the following cheat codes in the "Last Name" field; a confirmation message will appear if you've done it correctly. The unlocked character can then be found in the Free Agent pool for you to sign to any team.

sign to any team.
FLIPMODE—Busta Rhymes
CALIFORNIA—Hot Karl
GOODBEATS—Just Blaze
GHETTOFAB—Fabolous DOLLABILLS-B. Rich MIXTAPES—DJ Clue

NBA STREET

Cheat Codes

At the "Enter Cheats" screen just before the game starts, enter the following codes using the \square , \triangle , \bigcirc and \times buttons in that order followed by any direction on the D-pad. For example, to enter the "Big Heads" code (4-1-2-1), press \Box four times, \triangle once, \bigcirc twice and \times once, then press any direction on the D-pad.

A message will appear to confirm the code. Authentic Uniforms—0-0-1-1 Casual Uniforms—1-1-0-0 ABA Socks—4-4-4-4 Springtime Joe "The Show"—1-1-0-1 Summertime Joe "The Show"—1-0-0-1

Athletic Joe "The Show"—1-2-0-1 Big Heads-4-1-2-1 Tiny Heads-4-2-0-2 Tiny Players—4-0-4-0 ABA Ball—0-1-1-0

WNBA Ball-0-1-2-0 Beach Ball-0-1-1-2 Soccer Ball—0-2-1-0

Volleyball—0-1-1-4 Medicine Ball—0-1-1-3 FA RIG Ball-0-1-4-0

NUFX Ball—0-1-3-0 No Auto Replays—1-2-1-1 No Shot Clock—4-4-0-3

More Gamebreakers—1-4-3-2 Less Gamebreakers-1-3-4-2

No Gamebreakers—1-4-4-2 Mega Dunking—3-0-1-0 No Dunks—3-0-1-2 Unlimited Turbo-2-0-3-0 No Juice—1-4-4-3

Super Swats—3-3-1-0 Less Blocks—3-1-2-3 Ultimate Power—3-1-1-0

Sticky Fingers—3-4-1-0 Less Steals—3-1-4-0

Mad Handles—3-2-1-0 No Alley-Oops-3-4-1-2 No 2-pointers—3-3-0-3

Captain Quicks-3-0-2-1 Harder Distance Shots—2-2-3-0 Player Names-0-1-2-3 No Player Indicators—4-0-0-4

No Shot Indicator-4-3-2-4 No HUD Display-1-4-1-2 Explosive Rims—1-2-4-0 No Cheats-1-1-1-1

NEED FOR SPEED: HOT PURSUIT 2

Unlock Cars
Enter any of the following codes at the main menu. You'll see a special message appear in the lower left corner of the screen upon entering each code correctly.

Right, Left, Right, Left, R2, □, R2, □-Unlock Ford TS50

L1, L2, L1, L2, R1, △, R1, △—Unlock HSV Coupe GTS

△, R2, △, R2, Left, □, Left, □—Unlock Lotus □, Right, □, Right, R2, △, R2, △—Unlock

BMW Z8 Left, □, Left, □, R2, R1, R2, R1—Unlock Pursuit Mustang Cobra R

Left, R2, Left, R2, L1, R1, L1, R1—Unlock Chevrolet Corvette Z06

R2, Right, R2, Right, \triangle , Left, \triangle , Left—Unlock Aston Martin V12 Vanquish Left, Right, Left, Right, R1, R2, R1, R2-Unlock Porsche Carrera GT

Right, R2, Right, R2, R1, L1, R1, L1—Unlock Lamborghini Diablo 6.0 VT

R2, \square , R2, \square , \triangle , L2, \triangle , L2—Unlock Ferrari 360 Spider

L1, A, L1, A, Right, L2, Right, L2-Unlock Ferrari F50 L1, 🗆, L1, 🗆, Right, R1, Right, R1—Unlock Fer-

rari 550 Barchetta △, L1, △, L1, R1, Left, R1, Left—Unlock

McLaren F1 \square , L1, \square , L1, \triangle , Right, \triangle , Right—Unlock

McLaren F1 LM R2. R1, R2, R1, Left, △, Left, △—Unlock Mercedes CLK-GTR

NHL 2003

Waiver Draft

Enter the following NHL players' names in the "First Name" and "Last Name" columns in the Create Player option. After entering the name, a message will appear stating that the player is in the database and you'll be asked to confirm if you would like to create a player like him. Answer "Yes" and the player will become available in the Waivers roster

Adam Hall Barry Richter Blake Bellefeuille Brian Sutherby Corey Hirsch David Nemirovsky Eric Fichaud Greg Crozier Guy Hebert Jakub Cutta Jason Zent Kay Whitmore Mark Fitzpatrick Martin Brochu Matt Higgins Raffi Torres Rich Parent Sascha Goc

Alfie Michaud Ben Simon Brad Moran Chris Ferraro Dave Morisset Derek Mackenzie Evgeny Konstantinov Greg Pankewicz Ivan Huml Jason LaBarbera Johan Witehall Larry Murphy Marquis Mathieu Matt Herr Michel Larocque Rene Corbet Rick Tabaracci Scott Fankhouser Xavier Delisle

ONI Cheat Codes

T. L2. L2. L1. L3

Ty Jones

At any time during gameplay, press SELECT to enter the data menu. Next, move the cursor to "Help." Now enter any of the following codes, then press **SELECT** again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The L3 and R3 buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click. Invincibility—L2, L1, L2, \square , \bigcirc , \square , R3, L3, R3, \bigcirc Infinite current ammunition—L2, L1, L2, \square , \bigcirc ,

Skip current stage—L2, L1, L2, □, ○, □, L3, R3, Refill ballistic ammo, energy cells and hypo

sprays—L2, L1, L2, □, O, □, O, O, O, R3
Phase cloak—L2, L1, L2, □, O, □, L1, R3, L2, L3 Knock enemies down with one punch or kick—L2, L1, L2, □, ○, □, R3, L3, ○, □ Kill enemies with one punch or kick—L2, L1,

L2. . O. . L3. R3. O. Big head—L2, L1, L2, □, ○, □, START, □, ○,

Tiny body—L2, L1, L2, □, O, □, L3, R3, □, O
Giant body—L2, L1, L2, □, O, □, R3, □, O, L3 Transform into a different character—L2, L1, L2, □, O, □, L2, L2, L2, L2 (continue to press L2 repeatedly to change into many different characters)

PIRATES: THE LEGEND OF BLACK KAT

Secret Codes

Enter any of the following codes at any time during gameplay to activate different cheats Hold R1 + R2. press SELECT. △, L1, ×, R3, L2, , R3, O, L3—Invincible while controlling the Wind Dancer

Hold R1 + R2, press SELECT, L1, R3, □, L3, ○, L2, △, ×, L3—Infinite Wind Boost while controlling the Wind Dancer

Hold R1 + R2, press L2, \triangle , R3, L3, \times , \square , R3, SELECT, L1, O—Upgrade the Wind Dancer to Galleon (this code will not take effect until you set sail to another island) Hold R1 + R2, press ×, ○, L3, △, R3, SELECT,

R3, L1, L2, -Invincible while controlling Katarina

Hold R1 + R2, press ○, SELECT, ×, □, R3, L1, L3. L2. A. L3—Obtain all Chest Keys Hold R1 + R2, press R3, SELECT, L2, L3, □, ×,

L1. ○. L3. △—Obtain the next Sword powerup Hold R1 + R2, press △, R3, L1, □, ×, R3, SE-LECT, L3, O, L2—Obtain 1,000,000 Gold Dou-

Hold R1 + R2, press △, L1, SELECT, L2, R3, L3, , X, R3, O—Infinite supply of items u

pickup Hold R1 + R2, press \bigcirc , \times , \square , \triangle , L1, SELECT, L3, L2, L3, R3—Buried treasure chests will be marked on the map as green Xs

Hold R1 + R2, press R3, X, △, L3, ○, L1, SE-LECT, L3, , L2—All other treasure chests will be marked on the map

Different Costumes for Katarina

First, you should have two controllers and two people in order to easily input this code. although it is possible to do it without a friend to help you out. At the main menu, hold down L1 + L2 + Up + SELECT + L3 on Controller 1. At the same time, hold down R1 + R2 + \triangle + START + R3 on controller 2. As soon as all ten buttons are held down simul taneously, the music at the title screen will change and a number will appear in the lower left corner of the screen Press R3 on controller 1 to cycle through 12 different sets of numbers. When you continue or start a new game, your character will look different depending on which number you selected.

PORTAL RUNNER

Restore All Health At any time during gameplay, press START to pause, then hold L2 and press O. O. R2, R1, Up, O, \(\subseteq\). You'll hear a special sound effect upon entering it correctly. Level Skip

At any time during gameplay, press START to pause. Next, hold L1 and press ○, Left, ○ Right, ○, □, Left, Left, Right, R2. After entering this code correctly, you'll immediately advance to the next level.

Unlock All Movies and Extras

At the main menu, hold L1 and press Left. Right, Left, Down, Up, Down, R1, O, R2, [Now the Movies and Extras items will be accessible at the Options menu.

PROJECT EDEN

Secret Cheats Menu

At any time during gameplay, press X to open the Resource Menu. Now hold SELECT and rotate the left analog stick clockwise three times, starting from the Up position. After doing this correctly, a small icon will appear in the lower right corner of the screen. Move your cursor here to access the cheats menu

OUAKE III: REVOLUTION

Level Skip

At any time during gameplay, hold L1 + R1 + R2 + SELECT and press X, O, □, △, X, △. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

RAYMAN 2: REVOLUTION

Secret Bonus Levels Meni

At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian." Now hold + R1 and quickly press L2, R2, L2, R2, L2, R2. If you entered the code correctly, a new "Bonus Levels" menu will appear.

Secret Cheat Menu At any time during gameplay, press START to pause the game. Next, select "Sound," then move the cursor to "Mute." Now hold L1 R1 and quickly press L2, R2, L2, R2, L2, R2, If you entered the code correctly, a new "Menu Cheat" menu will appear.

RC REVENGE PRO

Secret Codes

Enter any of the following codes at the main menu. You'll hear a faint special sound effect after entering a correct code. You can enter

the "Unlock next Championship" code up to seven successive times to unlock all eight

Unlock all tracks-I1 R1 R2 C Unlock all vehicles—L1, L2, R1, R2, ○, □ Unlock next Championship-L1, R1, R2, L2

READY 2 RUMBLE BOXING: ROUND 2

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits—Press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2. Press the □ button to cycle through each fighter's different outfits.

Faster gameplay—Press Right, Right, Up, Down, Right, then R1 four times, then R2. Hyper speed mode—Press Left, Left, Down, Up, Down, Right, Right, then R1 19 times, then R2

See the Ending-Press Right, Right, Right, Down, R1, R2, then exit to the main mer you're not already there.

Championship fight vs. Rumbleman—Press R2, Down, Right, Up, Left, then R1 six times, then R2, then R1, R1, R2.

bie boxer-Press Left, Up, Right, Down, R1 R1 R2 Big gloves—Press Left, Right, Up, Down, R1,

Extra fat boxer—Press Right, Right, Up, Down, Right, R1, R1, R2.

Extra thin boxer-Press Right, Right, Up, Down, Right, R1, R2.

Extra camera angles—Press R1 20 times, then R2, then R1, then R2, then R1 21 times, then R2, then R1 18 times, then R2, then R1 nine times, then R2, then R1 14 times, then R2, then R five times, then R2, Left, Right, Up, Down, R2. Unlike the above codes, you'l hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press START to pause; you'll find new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter:

Level 1-R1, R2, Down, Up, Up, Left, R1, R1, R1 R2

Level 2—R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R1, R2

Level 3-R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R1, R2, Left, Right, Up, Down

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

REDCARD 20-03

Unlock All Teams, Stadiums and Finals Mode In order to use this code, you must have a memory card with over 100 KB free. At the main menu, select "Load/Save." Next, select "Create/Load Profile." Now create a new profile with the name "B I G T A N K". You must load and play using this profile in order for the effects to be active.

RED FACTION 2

Unlock All Cheats

At the main menu, select "Extras," then se lect "Cheats." Next, enter \triangle , \triangle , \times , \times , \square , \bigcirc , □, ○ to unlock all 12 cheats. Level Select

At the main menu, select "Extras," then select "Cheats." Next, enter \bigcirc , \square , \times , \triangle , \square , \bigcirc , \times , \times . You won't receive any special confirmation, but if you start a new game, all levels will be available.

RIDGE RACER V

Opening Intro Effects

During the opening intro where Ai Fukami is walking on the track, press either L1 or R1 to cycle through various effects that alter the appearance of the screen.

Analog Brake/Accel./Steering Display First, make sure you're using a Dual Shock 2 controller and that its red analog light is on. Now, at any time during gameplay, hold SE-LECT for three seconds and a display will appear that measures how hard you're braking. accelerating and turning. Press SELECT again to turn the display back off.

ROBOTECH: BATTLECRY

Secret Passwords

At the main menu, select "New Game." At the menu that follows, hold L1 + R1 and press Left, Up, Down, X, Right, △, START. A special password entry screen will appear. At this point, enter any of the following codes: WEWILLWIN-Unlock all missions

MULTIMAYHEM—Unlock all multiplayer missions

U P E R M E C H—Invincibility

MISSMACROSS-Unlock all Veritech de-

WHERESMAX—Unlock all Veritechs a awards B A C K S T A B B E R—One-shot kills

R—One-shot Sniper kills S P A C E F O L D—Faster gunpod ammo re-

M A R S B A S F—Faster missile refresh M | R | Y A—Faster weapon refresh

ROMANCE OF THE THREE KINGDOMS VII

Secret Characters

Choose "New Officer" from the main menu, then create a new officer with one of the following names to unlock a secret character. The secret characters don't have special faces, but almost all of them have better abilities and skills. You'll hear a fanfare if you've entered a name correctly, after which the character's Type. Ability Skills and Gender cannot be modified. Note that you must enter the first name of each character in the "last name" box on the left, and vice versa. Only the first letter of each first name and each last name should be capitalized:

Mark Antony Benedict Arnold Daniel Boone Sitting Bull Augustus Caesar Julius Caesar Jeanne Darc Charles Darwin Lady Diana Wyatt Earp Albert Einstein Ben Franklin Mahatma Gandhi Ulvsses Grant Robin Hood Crazy Horse Harry Houdini Norma Jean

Genghis Khan

Robert Lee Abe Lincoln Gitaroo Man Thomas Paine

George Patton (note: put a space after "George") Betsy Ross

Mother Theresa (note: put a space after

'Mother") Sun Tzu Dynasty Warrior

RUMBLE RACING Secret Passwords

At the main menu, select "Game Options, then move the cursor to "Load and Save," press **Right**, then press X. Next, enter any of the following passwords at the screen that appears:

A R E X T 1 A R—Unlock Vortex (Rookie) NALDSHHSD-Unlock XXS-TOMCAT (Rookie)

C D A A P T N I A-Unlock Interceptor (Rookie) A BOGOBOGA-Unlock Road Trip

(Rookie)

T H T O R H R O T—Unlock Thor (Rookie) K C E R O C T E K—Unlock Redneck Rocket (Rookie)

V T Y A N I Y T T—Unlock Van Itty (Rookie) BSUIGASUM—Unlock Gamecus (Rookie) O P S R T I S U C—Unlock Sporticus (Rookie) UBTCKSTOH—Unlock Buckshot (Rookie) A M H B R A A M H—Unlock Stinger (Rookie) H G I R O L R E L—Unlock High Roller (Rookie) PTOATRTOI—Unlock Revolution (Rookie) LACOBTLA—Unlock Cobalt (Rookie) ZEAGTLUKE-Unlock all tracks, all Championship Cups, the Grand Champion movie (from within the Showcase menu), plus Rookie, Pro and Elite versions of Blue Devil, Dire Wolf, Malice, Jolly Roger, Road Kill, El Diablo, Escargot, Cataclysm, Maelstrom, Mandrake, Dragon, Purple Haze, Hog-en-ator, Van Go, Maniac, Tiberius, Muscle Car, Mantee, Serpent, Widow Maker, Silver Streak, The Banger and any other previously-unlocked vehicles

RUN LIKE HELL

ecret Codes

At any point during gameplay, press SELECT to pause the game, then enter any of the following codes

Press L1 + L2 + L3 + R1 + R2 + R3 simultaneously, then press Up, Down, Up, Down, Left, Right, Left, Right, X, O—Restore health Press L1 + L2 + L3 + R1 + R2 + R3 simultaneously, then press \square , \bigcirc , \times , \triangle , \bigcirc , \square , \triangle , \times , L3,

R3—Restore armor Press L1 + L2 + L3 + R1 + R2 + R3 simultanethen press Left, Left, O, O, X, L1, L1. R1. Up-Play music video

Press L1 + L2 + L3 + R1 + R2 + R3 simultaneously, then press X, \square , \triangle , \bigcirc , Right, Up, Left, Up, X, Up-Watch credits

SAVAGE SKIES

Invincibility

At any time during the game, press START to pause, then press Left, Left, Right, Right, Up, Up, Up, Up, X, Up, X. You won't get any sp cial confirmation, but when you unpause the game you'll be invincible

Instantly Obtain Crystal Shard

At any time during the game, press START to pause, then press press Left, Left, Right, Right, Left, Up, Right, Down, Left, X, X. When you unpause, a voice will say, "You found a

Unlock All 2-Player Levels & Modes At the main menu, press Left, Right, Left, Left, Right, Left, Right, X. You won't get any special confirmation upon correct entry of

this code. Unlock All Creatures

At the main menu, press Left, Right, Left, Left, Right, Right, X. You won't get any special confirmation upon correct entry of

SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Cheat Codes

At any time during gameplay, press START to pause, then quickly enter any of the following codes. You'll hear a special sound effect upon entering each code correctly.

Hold L1 + L2 + R1 + R2 and press \bigcirc . \square . \bigcirc . \square . □, O, O, O—All power-ups Hold L1 + L2 + R1 + R2 and press \square , \bigcirc , \bigcirc , \square , O, D-Unlock alternate credits sequence

SEGA SOCCER SLAM

Enter these codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code. All new characters—

, O, Up, Up, Up, Up Unlock Jungle stadium-Up, Down, Left, Right, O,

Unlock Oasis stadium—Up, Up, Down, Down,

Unlock Pacific Atoll stadium-Up, Up, Left, Left. Unlock Alpen Castle stadium—Up, Up, Up,

Down, O. Unlock Riviera Ruins stadium—Up, Down, Down, Right,

Unlock Reactor Core stadium-Up, Left, Left, Right, O.

Unlock all stadiums—Up, Up, Up, Up, O, O Big hits-L1, R1, Up, Up, C Max. Power—L1, R1, Left, Right, □, □ Infinite Turbo-L1, R1, Right, Up, O, O Infinite Spotlights—L1, R1, Down, Right, □, ○ Eyeball ball-R1, Right, Down, Up, O. C. Black Box ball—R1, Left, Left, Down, ○, ○ Earth ball—R1, Right, Right, Left, ○, ○ Rusty can ball—R1. Left. Up. Up. 7. Magic 8-ball—R1, Right, Up, Up, Beach ball—R1, Right, Right, Down, □, ○ Crate ball—R1, Left, Down, Right, □, ○ Kids rubber ball—R1, Right, Up, Down, ○, □ Kids block ball—R1, Left, Right, Right, □, □ Old-school soccer ball-R1, Right, Left, Left,

"Rob Willock's head" ball-R1, Left, Up. Left. All items—Left, O, Left, O, Left

Big heads—R1, L1, Up, Up, □, □

SHAUN PALMER'S PRO SNOWBOARDER

Maximum Boarder Stats

At the main menu, move the cursor to the "Options" item, then hold L1 + Right and press \triangle , \triangle , \bigcirc , \triangle . You'll hear a special sound effect after entering the code correctly. When you start a game in Freeride mode, all boarders will now have their maximum stats.



At the main menu, move the cursor to the "Options" item, then hold R2 + Right and \triangle , \bigcirc , \triangle . You'll hear a special sound effect after entering the code correctly.

SHOX

Start with \$10,000,000

At the title screen, select "Single Player." Start a new game and enter "L O A D E D" at the Name Entry screen. You'll instantly start with \$10 million in your bank.

SILENT HILL 2

Extra Options

From the main menu, select "Option," then press L1 + R1. You'll automatically be taken to a new "Extra Options" menu.

SILENT SCOPE

At the main menu, select "Arcade Mode," then enter any of the following codes at the "Mode Select" screen. You'll hear a special sound effect after entering a correct code.

No crosshairs-Right, Right, Right, Heart-shaped scope—Left, Right, Right, □, △ No scope at all—Right, Down, Right, □, Right, Down, Right,

Rest of the screen turns black when looking through the scope— \mathbf{Down} , \triangle , \mathbf{Up} , \square , \triangle , Down, Right, Down, Right, \Box , \triangle Same as the previous code, but the scope is

on by default—Up, Up, Up, Up, Down, Down, Down, Down

No targeting arrows or graphics—Right, Right, Right, Right, Left, Down, Up, Right
Rotate the screen 180° about the vertical
axis—Left, Left, Right, □, Down, Down, Up,
△, Up, Right, Down, Up, Left, Down, □

All targets are invisible—Right, Down, Right, \square , Up, \square , \square , \triangle , Down, Right, Down, Right, \square ,

In-Game Codes

At any time during gameplay, press START to pause, then enter any of the following codes. After entering a correct code, you'll see the effects take place immediately and you'll hear

a special sound effect. -5 seconds, +1/2 Life— \triangle , \times , Right, Left, Right, Left, ○, ×, Right, Left, Right, Left, Down, Down, Up, Up

+5 seconds, -1/2 Life—Up, Up, Down, Down, Left, Right, Left, Right, \times , \bigcirc

SILPHEED: THE LOST PLANET

Start With All Weapons
At the "Enter Your Code Name" screen, input "GLOIRE" as your name. You'll now begin the game with every weapon available to you.

THE SIMPSONS: ROAD RAGE

Secret Codes
Enter any of the following codes at the "Options" screen. Each code will only remain in effect for one stage, and you won't get to keep the money you earn in Road Rage mode if you play with a code activated.

Hold L1 + R1 and press \triangle , \triangle , \square , \square —Play as Smithers

Hold L1 + R1 and press \triangle , \triangle , \bigcirc , \bigcirc —Play as Thanksgiving Marge Hold L1 + R1 and press \triangle , \triangle , \bigcirc , \triangle —Play as X-

mas Apu

Hold L1 + R1 and press \triangle , \triangle , \bigcirc , \square —Play as New Year's Krustv

Hold L1 + R1 and press \triangle , \triangle , \bigcirc , X—Play as Halloween Bart Hold L1 + R1 and press \triangle , \triangle , \square , \bigcirc —Drive red

soapbox racer Hold L1 + R1 and press \triangle , \triangle , \square , X—Drive

Monty Burns Transit bus Hold L1 + R1 and press \bigcirc , \triangle , \square , \times —"Free Ride" mode (no traffic, no passengers, no

time limit; press \triangle to toggle or reset timer) Hold L1 + R1 and press \times , \times , \times , \times —Nighttime mode

Hold L1 + R1 and press ○, ○, ○, ○—Flat char-

Hold L1 + R1 and press \triangle , \triangle , \triangle , \triangle —Extra camera angles Hold L1 + R1 and press \times , \bigcirc , \triangle , \square —Slow-mo-

tion mode Hold L1 + R1 and press \square , \triangle , \triangle , \bigcirc —No map Hold L1 + R1 and press \triangle , \triangle , \times , \times —Show col-

THE SIMPSONS SKATEBOARDING

Hold L1 + L2 + R1 + R2 and enter any of the following codes at any of the pre-game menu screens:

 \bigcirc , \triangle , \times , \square —Unlock all characters \triangle , \times , \square , \bigcirc —Unlock all levels \times , \triangle , \bigcirc , \bigcirc —Unlock all boards

△, O, X, □-Unlock ALTERNA Homer O, X, \square , \triangle —Unlock ALTERNA Bart X, □, △, ○—Unlock ALTERNA Marge

□. △. ○. X—Unlock ALTERNA Lisa △, □, X, ○—Unlock ALTERNA Nelson

□. X. O. △—Unlock ALTERNA Otto X, O, △, □—Unlock ALTERNA Frink

 \bigcirc , \triangle , \Box , X—Unlock ALTERNA Krusty \triangle , \bigcirc , \square , \times —Unlock ALTERNA Wiggum

O, X, △, □—Unlock Big Head Homer X. \square . O. \triangle —Unlock Big Head Bart □, △, ×, ○—Unlock Big Head Lisa

△. □. ○. X—Unlock Big Head Nelson □, ×, △, ○—Unlock Big Head Frink X, ○, □, △—Unlock Big Head Wiggum

X. A. D. O—Glowing characters

SKY GUNNER

Unlock Processing Options

At the title screen, press Up, △, Left, ○, Down, × Right, □. When you press START, a special message will appear to confirm the

SLED STORM

Unlock Everything

At the title screen, when the words "Press START Button to Continue" are displayed, hold L1 + R1 and press \bigcirc , \square , Up, \bigcirc , \triangle , Down. A message will appear to confirm the

SMUGGLER'S RUN

Secret Codes

At any time during gameplay, press START to pause, then enter any of the following codes. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press START again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease; you can enter each one up to three times for an increased effect. For the "Wizard of Oz Mode" code, any ambient vehicles you hit will have zero gravity; watch

Invisibility—R1, L1, L1, R2, L1, L1, L2 Speed up—R1, L1, L2, R2, Right, Right, Right Speed down—R2, L2, L1, R1, Left, Left, Left Real world gravity—L1, R1, R1, L2, R2, R2 Wizard of Oz Mode-R1, R2, R1, R2, Up, Up,

SMUGGLER'S RUN 2: HOSTILE TERRITORY

At any time during gameplay, press START to pause, then enter any of the following codes. The effects will take place immediately after entering a correct code.

R1, L1, L1, R2, L1, L1, L2—Invisibility Left, Up, Right, Down, Right, Up, Left, L2-

L1, R1, R1, L2, R2, R2—Lighter car R1, R2, R1, R2, Up, Up, Up—Less gravity
R1, L1, L2, R2, Right, Right, Right—Increase

R2, L2, L1, R1, Left, Left, Left-Decrease timer speed

R3, L3, L3, R3, Left, O, Left, O-Increase

SOLDIER OF FORTUNE: GOLD EDITION

God Mode

At any time during gameplay, press SELECT to enter the mission objective screen. Next, hold L2 + L1 + R2 + R1 + □ and press Left. You won't get any special confirmation, but if you press SELECT again to return to the game, the words "godmode on" will appear briefly in the upper left corner of the screen.

SOUL REAVER 2

Unlock All Bonus Materials

At the main menu, press Left, \triangle , Right, \triangle , Down, \bigcirc , \times . After entering the code correctly, the words "Bonus Materials Unlocked" will appear.

SPACE RACE

Choose "Cheats" from the Options menu and enter any of the following codes. Note: ' will not be allowed to save your game after activating any of these cheats.

H L O R A L P H-Unlock Planet Acme 2 track T O R G O-Unlock The Pyramids of Mars 2

W H A T I S U I-Unlock The Asteroid Belt track

GULLIBLE-Unlock Wild West Quadrant 2 track C L O S E I T—Unlock The Nebula track

1 2 4 A D I M E-Unlock Galactorama Park 2

P L A N E T X—Unlock The North Pole Star 2 stage

2 0 L B H A M—Unlock Porky Pig O 3 2-Unlock Marvin the Martian KOTIM—Unlock the King

TRUTHOR-Unlock all tournaments and Acme events A L L M I N E—Unlock all Galleria items

ITIS2LAFF-Enable Mirror Mode option at the Game Options menu M A D A E S A N—Unlock all of the above

K A B O O M—Unlimited turbo E N G A R D E—No gag crates

SPIDER-MAN

Secret Codes From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code. K O A L A—All "Combat Controls" enabled I M I A R M A S-Unlock all stages in "Level Warp

H F A D F X P L O D Y-Unlock "Pinhead Bowling" in Training menu A R A C H N I D—Unlock all of the above + all "Gallery" items

GIRLNEXTDOOR—Play as Mary Jane HERMANSCHULTZ—Play as Shocker S E R U M-Play as a scientist K N U C K L E S—Play as Thug 1 STICKYRICE—Play as Thug 2 T H U G S R U S—Play as Thug 3 F R E A K O U T—Play as Thug 4

CAPTAINSTACEY—Play as a helicopter R E A L H E R O—Play as a security guard ORGANICWEBBING-Unlimited web fluid

HILLOUT—Glider never overheats (when playing as Green Goblin)
R O M I T A S—Unlock "Next Level" option at the Paused menu D O D G E T H I S—"Matrix" mode

S P I D E R B Y T E—Tiny Spidey
G O E S T O Y O U R H E A D—Big head + feet JOELSPEANUTS—Enemies have big

UNDERTHEMASK—First-person view

SPLASHDOWN

Many Cheats

At the Options menu, hold R2 and press Up Up, Down, Down, Left, Right, Left, Right, 🗆, , O. A secret "Cheats" screen will immediately appear. Now, enter any of the following codes:

Tougher opponents—A I I O u t A I Easier opponents—H o b b l e Race against a UFO in Time Trial—I B e l i e v

Race against an F-18 in Time Trial—F 1 8 Unlock all characters—AllChar Unlock all Videos—Festival

SPY HUNTER

At the Profile Menu, select a blank entry, then enter any of the following codes as your name. Upon entering it correctly, you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu.

W W S 4 1 3-Unlock "Early Test Animatic" S C W 8 2 3—Unlock "Spy Hunter Concept

MAKING—Unlock "Making of Spy

Hunter" movie S A L I V A—Unlock "Saliva: Your Disease" movie

G U N N—Unlock "Saliva: The Spy Hunter Theme" movie

Secret Codes

At the "Select Mode" screen, press the \square button to enter the options screen. For each of the following codes, you must hold L1 + R1 + L2 + R2 while entering each button combination. You'll hear a special sound effect after entering a correct code. The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being dis-

Unlock all venues, boards, outfits, characters—Down, Left, Up, Right, \times , \bigcirc , \triangle , \square

Maximum attributes for all characters-X, X, X. X. X. X. X. 🗆 Running Mode— \square , \triangle , \bigcirc , \times , \square , \triangle , \bigcirc , \times Read all hints— \bigcirc , \times , \bigcirc , \times , \bigcirc , \times , \bigcirc , \times

SSX TRICKY

Play as Mix Master Mike

At the title screen, hold L1 + R1 and press X, X, Right, X, X, Down, X, X, Left, X, X, Up. You won't hear or see any special confirmation, but after starting a race with any character, you'll control Mix Master Mike during gameplay instead.

Elise's Secret Costume

At the title screen, hold L1 + R1 and press X, At the title screen, note E1 + R1 and press \land , \times , Right, \circlearrowleft , \circlearrowleft , Down, \circlearrowleft , \circlearrowleft , Left, \circlearrowleft , \circlearrowleft , Up. You won't hear or see any special confirmation, but after starting a race with Elise, she'll be wearing a special blue costume during gameplay.

STAR WARS: BOUNTY HUNTER

ecret Codes

Select "Options" from the main menu, then select "Code Setup" and enter any of the following codes. A special message will appear upon entry of a valid code. MANDALORIANWAY—Uniock all chapters

GO FISH—Unlock all TCG cards R ARTISTS ROCK-Unlock all concept art

STAR WARS: JEDI STARFIGHTER

At the main menu, select "Options," then select "Codes." Next, input any of the following codes. A special text message will confirm the entry of each correct code. Q U E N T I N—Invincible mode N O H U D—Turn off HUD

DIRECTOR—Director mode JARJAR—Reverse flying controls PNYRCADE—Unlock everything M A G G I E—Display secret message

STAR WARS RACER REVENGE

Secret Cheats

First, set any kind of record so that the name entry screen appears after your session is over. It's easiest to just play the Time Trial mode on the first track until you beat a lap time of 00:59.51. At the name entry screen, enter "NO TIME" as your name. After entering correctly, the words "Cheats Enabled!" will briefly appear on the screen. Finally, you may enter any of the following cheats at the main menu. A special message and sound effect

will confirm each entry.

Hold L1 + L2 + R1 + R2 and quickly press

Right, Left, Right, Left, ○, □, ○, □—All tracks

Hold L1 + L2 + R1 + R2 and quickly press Right, \square , Left, \bigcirc , Down, \times , Up, \triangle —All art galleries unlocked Hold L1 + L2 + R1 + R2 and press \triangle —Hard

STAR WARS: STARFIGHTER

Secret Codes

At the main menu, select "Options," then select "Code Setup." Next, enter any of the following codes. Remember, in order to make use "Experimental N-1" code, you must first enter the "Unlock all regular missions" code. O V E R S E E R—Unlock all regular missions A N D R E W-Unlock two-player missions B L U E N S F—Unlock Experimental N-1 MINIM E-Invincibility N O H U D—Remove HUD during game play DIRECTOR—Director camera mode J A R J A R—Reverse flying controls J A M E Z—View "My day at work" slideshow W O Z-View "Merry Christmas" video S I M O N-View staff image T E A M—View more staff images L T D J G D—View secret message HEROES—View artwork slideshow S H I P S—View another art slideshow P L A N E T S—View yet another art slideshow C R E D I T S—View credits

STAR WARS: SUPER BOMBAD RACING

Cheat Codes

Enter any of the following codes at the main menu (the one that says "# of Players" and "Game Type"). A message will appear to confirm each code. Some of the codes require you to press the X button at the message screen to activate the code; others will take effect immediately. To disable a code, just enter it again. Note: If you can't get one of the codes to work, press START and enter the code again.

□, ○, ○, □—Play as Boba Fett ○, □, ○, □—Race in a Trade Federation AAT L1, R1, L2, R2—All characters are kaadus

Up, Right, Down, Left, SELECT-All characters

L2, L2, L2, L2, O, SELECT—Backward Facing Mode

L1, R2, L1, R2, . SELECT-Infinite Boost Mode

Down, SELECT, Up, SELECT, Left, Right, SE-LECT—Grrl Power (Queen Amidala gets pow-

L1. L1. L1. R2, —Super Speedy Mode (all players become tiny and very fast) Up, Up, Down, Down, Left, Right, Left-Super

Arena Mode (battle on Race tracks in Arena

Up, Left, Down, Right, Left, Up, Down-Sup Spinning Mode (racers flip over continuously) Left, Right, □, ○, L1, L2—Slip 'N Slide Mode (racers slide around and are harder to control) R1, R1, R1, R1, Up, Left—All Death Star Mode (all racers receive Darth Vader's special attack with every Frontal Gadget)

O, O, O, O, L2, SELECT—Super Honk Mode (levitate nearby opponents by honking) L1, R1, SELECT, O—Space Freighter arena un

STATE OF EMERGENCY

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes: Right, Right, Right, A-Unlock Spanky Right, Right, Right, O-Unlock Freak Right, Right, Right, X-Unlock Bull Left, Left, Left, △—Complete current ission (Revolution mode)

L1, L2, R1, R2, X—Invulnerable L1, L2, R1, R2, O-Infinite time

L1, L2, R1, R2, △—Infinite ammo L1. L2. R1. R2. —Punches decapitate

R1, R2, L1, L2, △—Big player R1, R2, L1, L2, O-Normal-size player R1, R2, L1, L2, X-Little player

R1, L1, R2, L2, \(\triangle \)—Looting on the rise Left, Right, Down, L1, △—Pistol Left, Right, Down, L1, □—Pepper Spray

Left, Right, Down, L1, O-Tazer Left, Right, Down, L1, X-Tear Gas

Left, Right, Down, L2, △—Shotgun Left, Right, Down, R1, △-Minigun Left, Right, Down, R1, -Grenade Launcher

Left, Right, Down, R1. O-Flamethrower

Left, Right, Down, R1, X-Rocket Launcher

Left, Right, Down, R2, △—AK-47 Left, Right, Down, R2, □—Grenade Left, Right, Down, R2, ○—M-16 Left, Right, Down, R2, X-Molotov

STREET HOOPS

From the main menu, select "Game Settings." then select "Cheats" and enter any of the following codes:

R1, O, L2, R2-Block Party enabled R2, O, L2, O—Power Game enabled D, L1, D, O—Clown players O, R2, R2, R1—Cowboy players

O, O, □, L1—Kung Fu players R1, □, O, L2—Pimp players , L2—Pimp players

R2, L2, R2, L2—Santa Claus players L2, L2, O, —Tuxedo players R2, R2, O, L2—Black ball O. R2. . R2-Red. white and blue ball

STUNTMAN

Secret Codes

From the main menu, select "Stuntman Career," then select "New Game." Next, enter your name as any of the words below to unlock the corresponding cheat. Remember, at the name entry screen, the flashing letter is not recognized by the game until you "lock it in." Make sure that the last letter in each code is not flashing before you press X. Unlock All Toys—M e F f

Unlock All Cars—s p i D E R Unlock All Stages—fell A

SUPER BUST-A-MOVE

Secret Codes

Enter any of the following codes at the title screen. An icon will appear in a corner of the screen after entering each code correctly. The "Another World" code lets you play an alter nate set of stages in 1P Puzzle Mode. Another World—△, Left, Right, △ Secret Characters—△, Right, Left, △

SUPER BUST-A-MOVE 2

Another World

At the title screen—when the words "Push Start Button" appear—press △, Down, Up, △. A special icon will appear in the upper right corner of the screen. Now all of the "normal and "classic" puzzles in Puzzle Mode are different

At the title screen-when the words "Push Start Button" appear—press \triangle , Up, Down, \triangle . A special icon will appear in the upper left corner of the screen. When you play any mode besides Story Mode, you'll now be able to select from two additional characters

SUPERCAR STREET CHALLENGE

Unlock Furasshu-sama

At the vehicle selection screen, rapidly press Up, Up, Down, Down, Left, Right, Left, Right, X, O, SELECT, START. If you input the code correctly, the ultimate car, Furasshu-sama, will immediately appear on the screen. If you're not fast enough, you'll be taken to another screen upon pressing X.

SUPERMAN: SHADOW OF APOKOLIPS

Secret Codes

From the main menu, select "Options," then select "Cheat Menu." Next, enter any of the following codes: SMALLVILLE—Infinite health

JOR EL—Infinite Super Power

BIZARRO—Hard mode (double enemy health) LESLIE WILLIS-Easy mode (half enemy health)

JOHN CORBIN—Unlock levels LARA—Unlock biographies LANA LANG—Unlock movies MXYZPTLK—Unlock levels, biographies and

SWING AWAY GOLF

Enter either of the following codes at the main menu; you'll hear a special sound effect after entering a code correctly.

Unlock three additional golfers-L2, R2, L2, R2, Up, Right, Down, Left, L1, R1 Alternate in-game sound effects—Left, \square , Up, □, Down, ○, Left, □, L1, R1

THEME PARK ROLLER COASTER

This code will make all the items in the nark available to you, whether you've researched them or not: At any time during gameplay, press Up, Down, Up, Down, Left, Up, Down, Up, Down, Right. Repeat this sequence times in total.

Everything Free

This code will make every item you buy cost nothing: At any time in the middle of game-play, press Left, Down, X, O. Repeat this sequence nine times in total

255 Golden Tickets and All Roller Coaster **Awards**

This code will effectively give you an unlim ited number of Gold Tickets: At any time in e middle of gameplay, press Up, Down, Left, Right, O, Right, Left, Down, Up, O. Repeat this sequence five times in total

THUNDERSTRIKE: OPERATION PHOENIX

From the main menu, select "Options." Now set "Vibration" to one block, "SFX" to zero blocks and "Music" to zero blocks. Next, hold L1 + L2 + R1 + R2 + □ and press ○. You'll see the words "Spooky Cat!" flash on the screen to confirm.

TIGER WOODS PGA TOUR 2002

Secret Password

At the main menu, select "Options," then select "Enter Password." Next, enter "AL-LORNOTHIN" to unlock all golfers, tournaments and courses.

TOKYO EXTREME RACER ZERO

Car Ornaments

Enter any of the following codes at the "Shift prompt just before the game starts. For each code, you must continue to hold down all three buttons until gameplay begins. After entering one correctly, you'll see the corresponding ornament appear only in the cockpit view.

Small pink creature-Hold R1 + O, then hold

Fanged creature—Hold L1 + O, then hold X Small blue creature-Hold L2 + O, then hold

Big green creature—Hold R2 + O, then hold X Analyze Meter

At any time during gameplay, press START to enter the pause menu. Next, move the cursor to "Return To Base," then hold \square and press **Down**. The cursor will automatically move to a hidden parameter, "Analyze." Turn this option on and various gauges will appear on the screen to analyze your performance

TONY HAWK'S PRO SKATER 3

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes

O H O M I E S—Unlocks all secret Pro Skatore

BACKDOOR—Unlocks "Cheats" option at

the "Pause" menu
R O A D T R I P—Complete all Career mode goals for the currently selected skater (this code also unlocks all of the levels in the re maining game modes)

P U M P M E U P—Gives the currently-selected skater enough stat points to max out all sta-

PEEPSHOW—Unlocks all movies M A G I C M I S S I L E—Combines all of the effects of the above codes

TONY HAWK'S PRO SKATER 4

Cheat Codes

Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu

h o mielist—Unlock Eddie, Jango Fett and Mike Vallely

doasuper—Always Special s s b s t s—Perfect Rail mullenpower-Perfect Manual uperfly—Moon Gravity n o s p o o n-Matrix Mode

TRANSWORLD SURF

Cheat Codes

Enter the following codes at any time during the game (not while paused); you'll hear a sound effect to confirm each code. Note: The codes marked with an asterisk (*) will not work unless you enter the "Enable Cheats" code first

SELECT, Up, Down, L2, Left, Right, L2-En-

SELECT, Up, Left, L1, Up, Left, L1-Complete all goals in current location (Pro Tour mode)
SELECT, Down, Right, Left, L1, Down, Right, Left, L1—Unlock all levels in all game modes (note: must be entered in Pro Tour mode)

SELECT, Right, Left, Down, Up, L1-Camera cheat (Free Surf mode only; use analog sticks to change camera angle) SELECT, Up, Down, Left, Right, Up, Right-

Toggle HUD screen display on/off
SELECT, Up, Down, Left, Right, Left, Up—Invisible surfer*

SELECT, Up, Down, Left, Right, Left, Down-Invisible surfboard*

SELECT, Up. Down, Left, Right, Right, Down-Surf on a shark*

SELECT, Up. Down, Left, Right, Down, Down—Fast paddle (press the right analog iovstick Up)*

SELECT, Up, Down, Left, Right, Down, Up-Max. Trick Meter*

SELECT, Up, Down, Left, Right, Right, Left— Perfect balance during floaters*
SELECT, SELECT, SELECT—Disable all

TWISTED METAL: BLACK

Secret Codes

At any time during gameplay, hold L1 + R1 + L2 + R2 and quickly enter any of the following codes. You'll see a special message appear at the top of the screen immediately after entering each code. Up, X, Left, ○—God Mode

Right, Left, Down, Up—Invulnerable \triangle , X, \square , O—Exchange weapons for health X, X, Up-Killer Weapons

X, X, △-Mega Guns

WARIET7 Codes

From the Game Setup menu, select "Input Code," then enter any of the following codes. You'll see a special message after entering each one correctly.

S P R L Z Y—Super Cheats TWLVCHTS-All Cheats M P T T—Level Select D N G D M—Invulnerable M R R M R—Thick Armor Z P P Y—Fast Planes H M M R-Bigger Guns Q D-Biggest Guns F R H S—Rapid Fire N S T N T-Speed Shots N D B M B S-Dual Fire DZZY-Spin Shots

C R W—Shields on Roll

V R L R D S—Overlords Mode

D H-Top Gun

W N R I F S T-Valhalla Mode S N K Y-Ghost Mode T W F S T D—Double Bux W N N N G S—Extra 10 Bux Y R S—Weapon Up at 3 N D C S N-Switch Planes M S H N G—Plane Wins B X D R W-Show Boxes P N T—Show Waypoints GRTD—Every Movie

WAY OF THE SAMURAL

Secret Codes

At any time during the game, press START to pause, then enter any of the following codes You'll see the effects take place immediately after entering each code correctly.

Hold R1 + R2 and press Right, Right, Left,

Left, Down, Up, O—Increase equipped weapon's durability by 1 Hold L1 + L2 and press Down, Up, Down, Up,

Right, Left, O—Restore all life

WILD WILD RACING

Unlock Secret Options

From the main menu, select "Options" Next hold □ and press Up, O, Down, O, Left, Right, Left, Right, O. A new "Secret" menu item will appear at the bottom of the Op-

Unlock Top Secret Options

First, enter the "Unlock Secret Options" code above. Next, go back to the main menu and select "Single Player," then input "NORTHEND" at the "Enter Your Name" screen. You'll hear a special message if you entered it correctly. Finally, return to the "Secret" options and another new item will appear called "Top Secret!"

WINBACK: COVERT OPERATIONS

Secret Codes

Enter any of the following codes quickly at the title screen.

Unlock All Characters in Versus Mode—Press Up, Down, Down, Right, Right, Right, Left, Left, Left, then hold O and press START. Unlock "Trial" option-Press Up, Down Down, Right, Right, Right, Left, Left, Left,

Left, then hold \triangle and press START. Unlock "Max Power" option—Press L1, R2, L2, R2, L2, \triangle , \bigcirc , \triangle , \bigcirc , then hold L1 and press START

Unlock "Sudden Death" ontion—Press 12 R2 L2, R2, \bigcirc , \triangle , \bigcirc , \triangle . Next, hold L1 and press

WIPEOUT FUSION

Select "extras" from the main menu, then select "cheats" and enter any of the following codes.

 $\triangle \bigcirc \times \bigcirc \square$ —Infinite weapons △ △ □ □ □—Infinite shield

○ X ∧ ○ ∧—Infinite cannon ×××△—Super fast ship

X ○ △ □ X—Retro planes $\triangle \bigcirc \bigcirc \triangle \times -Animal ships$

○□□×○—Mini ships ×△○△○—Unlock Time Trial mode. Zone mode (plus all Zone areas), all challenges, all leagues, all teams and pilots, all courses, all super weapon licenses and 50,000,000 credits

X-MEN: NEXT DIMENSION

Unlock Characters & Costumes

At the main menu, hold L1 and press Right, Right, Left, Left, Down, Up, O. A special message will appear telling you that you have unlocked seven characters and three new costume sets for 24 characters

X SOUAD

Ultimate Code

At the title screen, press \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \square , \square , □, □. A graphic will appear at the top of the screen to confirm. Next, select "New Game." You'll start with all of the game's weapons and tons of items.

ZONE OF THE ENDERS

At the title screen, press O, X, Right, Left, Right, Left, Down, Down, Up, Up. You'll hear special sound effect after entering it correctly. A new item called "Versus" will now appear at the main menu.

Exchange Level for Health and Ammo At any time during gameplay, press START to pause, then press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Your health and ammo will be fully restored, but your level will decrease by one at the same time. However, if you're at Lv.1

already, the code will not work.



GameCube Hardware

Alternate Sounds

Hold the Z button on Controller 1 when turning on the GameCube to hear an alternate startup theme. If you hold the Z button on all four controllers when powering-up the system, you'll hear yet another completely different startun seguence

AGGRESSIVE INLINE

Secret Cheats

Select "Cheats" from the Options menu and enter any of the following codes. You'll be automatically returned to the Options menu

 $\downarrow \rightarrow \rightarrow \downarrow \leftarrow \downarrow \leftarrow \downarrow \rightarrow \rightarrow \rightarrow$ —Unlock all characters

← ← → → ← → ↓ ↑ ↑ ↓ A I—Juice meter regenerates

 \leftarrow \leftarrow \rightarrow \rightarrow \rightarrow \rightarrow \leftarrow \rightarrow \uparrow —Super spin: $\uparrow \downarrow \uparrow \downarrow \leftarrow \rightarrow \leftarrow \rightarrow A B A B S—Low gravity$ wall rides SKELETON-Obtain all keys BIGUPYASELF—Perfect grinds

JUSTIN BAILEY—Perfect handplants OUEZDONTSLEEP—Perfect manuals

BALDUR'S GATE: DARK ALLIANCE

Play as Drizzt Do'Urden

At the character select screen, hold L + R + Y and press A. You won't see or hear any special indication that the code worked until you begin your game.

Level Warp & Invincibility

At any time during gameplay, hold L + R + Left + Y and press START. After entering the code correctly, a special menu will appear.

BEACH SPIKERS: VIRTUA BEACH VOLLEYBALL

Secret Codes Choose "World Tour" from the main menu and start a new game. At the "Team Edit" menu, enter any of the following names in the "Name" box to unlock secret hair styles. face types and uniforms. Note: After entering a code correctly, you'll hear a chime and the code will not be registered as your character name

J U S T I C E—Sunglasses 94, Uniform 105 and 106 (Virtua Cop)

DAYTONA-Uniform 107 and 108 (Daytona USA)

F V I P E R S—Hair Style 75, Face Type 51, Uniform 109 and 110 (Candy/Honey from Fight-

ing Viners) A R A K A T A—Hair Style 76, Face Type 52, Uniform 111, 112 and 113 (Ulala from Space

Channel 5) P H A N T A 2—Hair Style 77, Face Type 53, Uniform 114 and 115 (Nei from *Phantasy Star*

OHTORII-Uniform 116 and 117 (Sega

BLOODRAYNE

Secret Codes

From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause menu. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after

entry.
ON THE LEVEL—Enable level select
TRI ASSASSIN DONT DIE—Unlock God Mode LAME YANKEE DONT FEED—Unlock Restore Health

ANGRY XXX INSANE HOOKER—Unlock Fill

NAKED NASTY DISHWASHER DANCE-Unlock

Time Factor paramete DONT FART ON OSCAR-Unlock Enemies pa-

SHOW ME MY WEAPONS-Unlock Show

Weapons on Body

INSANE GIBS MODE GOOD—Unlock Gratuitous Dismemberment

JUGGY DANCE SQUAD-Unlock Juggy Mode

CEL DAMAGE

58

To enter the following codes, you must have a memory card inserted into Slot A. From the main menu, select "Play," then press A and select "Create/Load." Next, select "Create New," then "Memory Card Slot A," then "New Name." Now enter any of the following names

stages and Count Earl

BRAINSALAD—Unlock all space stages

T W R E C K S P A D-Unlock all jungle stages and T. Wrecks

M E L E E D E A T H—Unlock melee weapons H A Z A R D O U S—Unlock hazard weapons UNIQUEWPNS—Unlock personal weapons G U N S M O K E !—Unlock ranged weapons M O V E I T N O W-Unlock movement poweruns

FANPLASTIC—Unlock plastic rendering mode

M U L T I P L E X !—Unlock Finale sequences PIT A—Unlock all stages, weapons and characters, plus the plastic rendering mode

CRAZY TAXI

Secret Bicycle To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen Hold L. hold R. release L. release R

Hold R, hold L, release R, release L When you lock in your character with the A button, you'll hear a bicycle bell to confirm that the code has been entered correctly.

DAVE MIRRA FREESTYLE BMX 2

Cheat Codes

The following codes can be entered with the D-pad at the main menu:

 Unlock all characters, levels, competition outfits bikes sponsors and signature tricks-Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, B

 Unlock all movies—Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, B

nlock secret pieces in Park Editor—Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, B

. Unlock all Park Editor themes-Up. Left. Down, Right, Down, Up, Down, Right, Left,

Secret Cheats

At the "Press Start" screen or the main menu enter any of the following codes. A special message will appear after entering a code

Infinite shield-L+R. Z. L+R. Z Infinite ammunition—L, R, L, R, L + R, Z All tracks unlocked—L, L, R, R, Z, Z, L + R + Z Win the next race—L + R + Z, L + R, Z, L + R +

Double prize money—L, R, Z, L, R, Z, L + R Extreme lap challenge—L, R, L, R, L, R, Z, L + R

FREEKSTYLE

Choose "Options" from the main menu, then select "Enter Codes" and enter any of the following codes:

ALLFREEK—Always be in freekout mo H E L M E T—Rider wears a helmet F T A I L—Flames come out of your rear wheel

WTCHKPRS—Blurry rainbow-colored graphics

COOLDUDE—Unlock Clifford Adoptante G I M E G R E G-Unlock Grea Albertyn B L O N D I E—Unlock Jessica Patterson TOUGHGUY—Unlock Mike Jones

Y E D R O P S—Unlock Bloodshot bike for Mike Metzger B R R R R A P—Unlock Rock of Ages bike for

Mike Metzger S E V E N T W O—Unlock Rhino Rage bike for

Mike Metzger W H A T F V F R-Unlock Mulisha Man bike

for Brian Deegan H E D B A N G R-Unlock Heavy Metal bike

for Brian Deegan

W H O Z A S K N—Unlock Dominator bike for Brian Deegan

O V E N M I T T—Unlock Hot Stuff bike for Leeann Tweeden

S T Y L I N-Unlock Trend Setter bike for Leeann Tweeden

GOODLOOK—Unlock Seducer bike for

H E R E I A M-Unlock Amore bike for Stefv S P A R K I F S-Unlock Disco Tech bike for

T W O N E O N E-Unlock 211 bike for Stefy

S U P D U D E-Unlock Gone Tiki bike for Clifford Adoptante

G O F L O B R O—Unlock Island Spirit bike for Clifford Adoptante S T O K E D-Unlock Hang Loose bike for Clif-

ford Adoptante KICKBUTT-Unlock Beater bike for Mike

H O R N S-Unlock Lil' Demon bike for Mike

PLUNGER-Unlock Flushed bike for Mike

H F K A C O O I — Unlock Speedy hike for lessica Patterson

LIGHTNIN-Unlock Charged Up bike for Jessica Patterson

T O N B O Y-Unlock Racer Girl bike for Jessica Patterson

A L L S H O O K—Unlock The King bike for Greg Albertyn
P A T R I O T—Unlock National Pride bike for

Greg Albertyn N U M B F R 1-Unlock Champion bike for

Greg Albertyn H E L L O O O O—Unlock Ecko MX gear for

Mike Metzger
B O D Y A R T—Unlock All Tatted Up gear for

R I P P E D-Unlock Muscle Bound gear for Brian Deegar S O L D I E R-Unlock Commander gear for

Brian Deegan THNKPINK—Unlock Fun Lovin' gear for

Leeann Tweeden PICY—Unlock Red Hot gear for Leeann Tweeden

(I D S G A M E-Unlock Playing Jax gear for Stefy Bau INVASION—Unlock UFO Racer gear for

W I N G S—Unlock Tiki gear for Clifford Adop-

NOSI F F V F-Unlock Tankin' It gear for

Clifford Adoptante B A B Y B L U E—Unlock Blue Collar gear for Mike Jones

B O X C A R S-Unlock High Roller gear for Mike Jones

L A Y E R S—Unlock Warming Up gear for Jessica Patterson NOT2GRLY—Unlock Hoodie Style gear for

Jessica Patterson I L O O K G U D—Unlock Sharp Dresser gear

for Greg Albertyn C O M E T—Unlock Star Rider gear for Greg

GODZILLA: DESTROY ALL MONSTERS MELEE

At the main menu, hold L, then B, then R, then release B, release R, then release L. A cheat code prompt will appear where you can enter any of the following codes. You a special sound effect after entering a correct code.

480148—Unlock all cities

6 9 6 9 2 4—Unlock all monsters except Orga 4 4 3 2 5 3-Hide all in-game interface graph-

5 6 7 9 8 0—Black and white film mode

6 6 1 3 3 4—Shift color hue 176542-Watch credits

8 4 3 9 0 1—Invincibility for player one

174204—Smaller monsters

KELLY SLATER'S PRO SURFER

Secret Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the follow-

7 1 4 5 5 5 8 0 9 2—Mega cheat

6 1 9 5 5 5 4 1 4 1—All boards 3 2 8 5 5 5 4 4 9 7—All levels

4 9 5 5 5 6 7 9 9—All surfers

7 0 2 5 5 5 2 9 1 8-All suits

6 2 6 5 5 5 6 0 4 3—All tricks

2 1 2 5 5 5 1 7 7 6-Max stats

2 1 3 5 5 5 5 7 2 1—Perfect balance

7 5 5 5 0 2 1 7—High jumps

8 7 7 5 5 5 3 8 2 5—1st-person view 8 1 8 5 5 5 1 4 4 7—Trippy graphics

LEGENDS OF WRESTLING

Inlock All Wrestlers

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. A message will appear on the screen to confirm.

MEDAL OF HONOR: FRONTLINE

Passwords

Enter any of the following codes at the Password screen from within the Options menu. The codes marked with an asterisk (*) activate cheats which must then be turned on at the Bonus menu

BOUNCE-Rubber Grenades*

S U P E R S H O T—Snipe-o-Rama (all weapons have sniper rifle zoom ability)* S I L V E R S H O T—Silver Bullet (one-hit

emy kills)* S F A G U L L—Farn a gold star for the current level (note: this code allows you to skip to the next level, but you will start with no ammo) E A G L E-Unlock Mission 2: A Storm in the

H A W K-Unlock Mission 3: Needle in a

P A R R O T—Unlock Mission 4: Several Bridges Too Far

D O V E-Unlock Mission 5: Rolling Thunder O U C A N-Unlock Mission 6: The Horten's Nest

MINORITY REPORT

Secret Codes

Choose "Special" from the main menu, then select "Cheats" then "Enter Cheat Code." At the next screen, enter any of the following codes. A special message will appear upon en-

tering a correct code. TERUP—Restore player's health STRAPPED—All weapons MRJUAREZ—Infinite ammo L R G A R M S-Invincibility OUITER—Level skip PASSK FY-Level warp all DONOTSEL—Do not select SIIZOMIZO—Slomo button

BOUNZMEN-Bouncymen S P I N A C H—Super damage S T Y L I N—Dramatic finish C L U T Z—Wreck the joint STEELUP-Armor

C L U M S Y—Rag doll S L U G G E R-Baseball bat FPSSTYLE—Free aim W I M P—Ending scene DIRECTOR-Unlock all movies

N I N J A—Unlock all combos S K E T C H P A D—Unlock concept art M A X I M U M H U R T—Unlock Pain Arenas W F I G H T G A I N-Nara hero

HAIRLOSS—Moseley hero BIGLIPS-Nikki hero S C A R Y C L O W N—Clown hero S U P E R J O H N—SuperJohn hero G N R I I N F A N T R Y—GI John hero

JAILBREAK—Convict hero MRROBOTO-Robot hero I A M S O S D E A D—Zombie hero HISSSS-Lizard hero

MX SUPERFLY

At the main menu, press X, Y, then L + X, then X, L, Z, then R + Y to unlock all of the tracks, mini-games, bikes and secret charac-

NBA 2K2

From the main menu, select "Options," then select "Game Play." Now, while simultaneously holding Left on the analog stick and Right on the D-pad, press START. Next, press B to return to the Options menu; you'll notice that a new menu item, "Codes," has appeared at the bottom of the screen. Now enter the code "MEGASTARS" at the code entry screen to unlock the NBA 2K2, Sega Sports and VC teams. Be sure to hold L or R or toggle the "Caps Lock") to enter the code in capital letters

NBA 2K3

Cheat Codes From the main menu, select "Options," then select "Game Play." Next, while simultaneously holding Left on the D-pad and Right on the analog stick, press START. Now return to the Options menu; you'll notice that a new menu item, "Codes," has appeared on the bottom of the screen. Now enter the following codes at the code entry screen. Be sure to enter the codes in capital letters.

M E G A S T A R S-Unlocks the NBA 2K3,

S P R I N G E R—Trash appears on the ground

in Street mode

Sega Sports and VC teams

NBA COURTSIDE 2002

Secret Codes Choose "Skills Mode" from the main menu. At the Skills Mode menu, hold Up on the Dpad or analog stick, then hold X + Y, then hold Down on the C-stick. A new option, 'Controller Stress Test," will appear. Choose this option, then enter any of the following codes at the blue screen that appears. Note: If the Controller Stress Test does not appear, press B to return to the main menu before

Left, Right, Left, Right, X, Y, Left-Little play-

Left, Right, Left, Right, X, Y, Right—Big heads Left, Right, Left, Right, X, Y, Up—Little heads Left, Right, Left, Right, X, Y, Down-Big

Left, Right, Left, Right, Y, X, Right-"Invisi-

W H A C K L A N D-Unlock all desert stages and Whack Angus
E A R L S P L A C E—Unlock all Transylvania

and Brian the Brain

Left, Right, Left, Right, Y, X, Down-Weird

Left, Right, Left, Right, X, X, Right-Unlock three hidden teams in Quick Play or Arcade

NBA LIVE 2003

From the Main Menu, enter the Roster Management menu and select "Create Player." Enter any of the following cheat codes in the "Last Name" field; a confirmation message will appear if you've done it correctly. The unlocked character can then be found in the Free Agent pool for you to sign to any team. FLIPMODE—Busta Rhymes CALIFORNIA—Hot Karl GOODBEATS—Just Blaze

G H E T T O F A B—Fabolous DOLLABILLS-B. Rich MIXTAPES—DJ Clue

At the versus screen just before the game starts, enter the following codes by pressing the L, R and A buttons followed by a direction on the D-pad. For example, to enter the Huge Head" code (1-4-5-Left), press L once, R three times and A five times, then press Left on the D-pad. A message will appear to confirm each code. Note: If you change the default controller configuration, you may be altering the buttons that are used to enter

2-1-2-Right—More time to enter codes

4-1-5-Up—Infinite turbo

4-2-1-Up-Power-up defense

4-1-2-Up—Power-up offense

5-2-1-Up-Power-up linemen

0-3-2-Left—Fast running speed

2-4-0-Left—Fast passes

0-5-4-Up—Super blitzing

1-2-3-Left—Super field goals

3-1-4-Down—Smart CPU teammates 3-3-3-Down—Extra plays for offense

0-0-1-Right-Extra time after plays

2-0-0-Right—Big head

2-0-3-Right—Team big heads

1-4-5-Left—Huge head

0-2-5-Left—Big Feetz

0-2-5-Up—Chimp mode

0-2-5-Right—Power Loader (big shoulders)

2-5-3-Right—Team: Midway 2-5-4-Up-Team: Rollos

3-4-4-Down—Team: NeoTokyo

1-3-5-Left—Team: Cowboys 4-0-3-Right—Team: Crunch Mode

4-3-2-Down—Team: Brew Dawgs

5-4-3-Right—Team: Armageddon

0-4-5-Left—Team: Indians 5-0-1-Up—Team: Gsmers

3-1-0-Up—Team: Bilders 2-3-2-Down—Ground fog on

1-2-3-Right—Weather: Clear

5-5-5-Right—Weather: Rain 5-5-5-Left—Weather: Snow

0-3-0-Left—Classic ball

0-3-0-Down-Chrome ball

-1-Left—Allow stepping out of bounds

3-4-5-Up—Butter Fingaz 3-5-1-Right—Showtime

0-1-2-Down-No CPU assist (teams must

agree)

0-2-1-Right—See more field (teams must agree)

1-1-Down—Tournament Mode (in twoplayer game)

2-2-2-Left—Always QB (two humans per

2-2-2-Right—Always receiver (two humans

3-2-1-Down—No highlight target on receiver

3-4-0-Right—Hide audible names

3-5-5-Up-No interceptions

5-2-3-Down—No random fumbles (teams must agree)

1-4-1-Up-No punting

2-1-0-Up-No first downs

5-5-4-Right—No replays

NHL HITZ 20-02

Secret Cheats

At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing B, Y and X followed by a di rection on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press B once, Y two times and X once, then press Left on the D-pad. A message will appear to confirm each code

Input more codes-3-3-3-Right Ignore last code—0-1-0-Down Infinite Turbo-4-1-3-Right

Rain-1-4-1-Left Big puck-1-2-1-Up Huge puck—3-2-1-Up Bulldozer puck-2-1-2-Left Hockey ball—1-3-3-Left Tennis ball-1-3-2-Down Big head player-2-0-0-Right Huge head player—3-0-0-Right Big head team-2-2-0-Left Huge head team—3-3-0-Left Pinball boards-4-2-3-Right Domino effect—0-1-2-Right Always big hits—2-3-4-Down Hitz time—1-0-4-Right Late hits—3-2-1-Dowr No crowd-2-1-0-Right No puck out of play-1-1-1-Down No one-timers—2-1-3-Left No fake shots—4-2-4-Down Show Hot Spot-2-0-1-Up Show shot speed—1-0-1-Up Turbo boost—0-0-2-Up Win fights for goals—2-0-2-Left First to seven wins-3-2-3-Left

RESIDENT EVIL

Special Weapor

If you beat the game in Normal Mode in under five hours, you will start with the Samurai Edge Barry Version gun in your inventory when you play again by choosing the "Once Again..." option. The Samurai Edge is similar to the regular Handgun, except it has infinite bullets and fires three rounds consecutively when you pull the trigger.

Infinite Rocket Launcher

If you beat the game in Normal Mode in under three hours, you will start with the Infinite Rocket Launcher in your inventory when you play again by choosing "Once Again..." at the main menu.

Grenade Launcher Trick

(Note: This trick will only work with Jill. Also. possible that using this trick will adversely affect the quantities of other items in your inventory, so try this at your own risk.) With the Grenade Launcher and at least one spare set of unequipped grenade shells of any kind in your inventory, equip the Grenade Launcher and find an item box. When you open the item box, immediately select the set of grenade shells in your inventory and place it in the very first slot in the item box. (The first slot of the item box is selected by default when you first open the box-it usually contains the First Aid Spray when you start the game or the Closet Key if you've already cleared the game once.) Now select the grenade shells occupying the first slot in the item box and combine the shells from the item box directly to your equipped Grenade Launcher. The number of shells displayed under the Grenade Launcher will become corrupted. Now exit the item box: Jill will have 240 shells in her Grenade Launcher when you check her inventory. If you still have unequipped Grenade Launcher ammo in the item box, stay in the item box screen and swap out the grenade shells again. You'll see the 496 shells back in the item box. Now move the 496 shells from the item box into an empty slot in your inventory and exit out of the item box. You'll still have the spare set of 496 shells—and you'll also have 240 shells in the Grenade Launcher if you pulled them from the first item spot the second time you combined them. If you have more than one set of unequipped shells, you can keep swap-ping them out between the first slot of the item box and the equipped Grenade Launcher to create more shells at any time.

ROBOTECH: BATTLECRY

Secret Passwords

At the main menu, select "New Game." At the menu that follows, hold L + R and press Left, Up, Down, A, Right, B, START. A special password entry screen will appear. At this point, enter any of the following codes: WEWILLWIN-Unlock all missions

M U L T I M A Y H E M—Unlock all multiplayer missions

S U P E R M E C H—Invincibility

M I S S M A C R O S S—Unlock all Veritech de-WHERESMAX—Unlock all Veritechs and

BACKSTABBER—One-shot kills

S N I P E R—One-shot Sniper kills S P A C E F O L D-Faster gunpod ammo re-

M A R S B A S E-Faster missile refresh MIRIY A-Faster weapon refresh

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code

Hold R and press Up, Down, Down, Left, Left, L—Unlock all boxers and arenas Hold R and press Right, Down, Left, Up, Left,

L—Boxers punch harder Hold R and press Down, Left, Down, Up, Right, L-Boxers move faster

SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Secret Codes

At any time during gameplay, press START to pause, then quickly enter any of the following codes. You'll hear a special sound effect upon entering each code correctly Hold L + R and press X, B, X, B, X, B, B, B, X, X, B. X. X. X-All power-ups Hold L + R and press B, X, X, B, X, B—Unlock alternate credits sequence

SEGA SOCCER SLAM

Secret Codes

Enter these codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code. Some of these codes can be found in the special artwork that you unlock in the Quest mode

Unlock all stadiums—Up, Up, Up, Up, X, X Big hits—L, R, Up, Up, X, Y Max. Power—L, R, Left, Right, Y, Y Infinite Turbo—L, R, Right, Up, X, X
Infinite Spotlights—L, R, Down, Right, Y, X Alternate El Fuego team-X, X, Down, Down, Right, Left

Alternate Spirit team-Y, Y, Down, Down, Left, Right

Alternate Tsunami team-X, Y, Down, Up, Right, Left Alternate Toxic team—Y, X, Down, Down, Up.

Alternate Subzero team-Y, Y, Down, Right,

Left, Up Alternate Volta team—Y, X, Down, Up,

All alternate teams-X, Y, Down, Down, Down, Down

Eyeball ball—R, Right, Down, Up, X, X Black Box ball-R. Left. Left. Down X X Earth ball—R, Right, Right, Left, X, X Rusty can ball—R, Left, Up, Up, Y, Y Magic 8-ball—R, Right, Up, Up, Y, Y Beach ball—R, Right, Right, Down, Y, X Crate ball—R, Left, Down, Right, Y, X Kids rubber ball—R, Right, Up, Down, X, Y Kids block ball—R, Left, Right, Right, Y, Y Old-school soccer ball—R, Right, Left, Left, Y,

Remy Saville's head" ball-R, Left, Right,

'Rob Willock's head" ball—R, Left, Up, Left,

El Diablo's items-Left, X. Right, X. Down Rico's items-Left, X, Right, X, Right Madeira's items-Left, Y, Down, X, Up Zari's items-Left, Y, Left, Y, Right Kaimani's items—Left, X, Down, X, Down Djimon's items—Left, Y, Down, Y, Up Kahuna's items—Left, Y, Right, Y, Right Rumiko's items—Left, Y, Left, Y, Up Boomer's items—Left, Y, Left, X, Up Raine's items—Left, X, Up, X, Up Duke's items—Left, Y, Up, X, Right Nova's items-Left, Y, Down, Y, Right Half Pint's items-Left, Y. Up. X. Up Lola's items—Left, X, Left, Y, Down Kiril's items—Left, Y, Up, X, Left Angus' items—Left, X, Right, X, Up Dante's items—Left, X, Right, Y, Left Arsenault's items-Left, Y, Up, Y, Down All items—Left, X, Left, X, Left Big heads—R, L, Up, Up, Y, Y
"Pleasantville" mode—Y, X, Y, X, Y, X, Right, Left, Right, Left, Right, Left Citizen Kane" mode—X, Y, X, Y, X, Y, Left, Right, Left, Right, Left, Right

SMUGGLER'S RUN: WARZONES

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes: Y, Y, Y, X, X, Z, Z—Enable countermeasures Left, Right, Left, Right, Z, Z, R-Transparent

Z, R, Z, R, Right, Right, Right-Cars fly away upon collision with your vehicle

SONIC MEGA COLLECTION

Unlock Bonus Games

Each of the locked games can be unlocked by playing other games a certain amount of times according to the following schedule.

Note that you get credit for playing a game even if you exit that game immediately after the "Game Log Recorded" message appears: Blue Sphere—Play Sonic the Hedgehog and Sonic 3D Blast 20 times each, or play Sonic Mega Collection with a Phantasy Star Online Episode I & II save file on your memory card
• Knuckles in Sonic 2—Play Sonic the Hedgehog 2 and Sonic Spinball 20 times each

· Sonic 3 & Knuckles-Play Sonic the Hedge hog 3 and Sonic & Knuckles 20 times each · Flicky-Play Dr. Robotnik's Mean Bean Machine 30 times, or play Sonic Mega Collection with a Sonic Adventure 2 Battle save file on your memory card

• Ristar—Play Blue Sphere, Knuckles in Sonic 2, Sonic 3 & Knuckles and Flicky 30 times each Sonic the Hedgehog: Stage Select/Sound Test At the title screen—just as Sonic is starting to appear—press **Up**, **Down**, **Left**, **Right**. You'll hear a chime. Now hold the **B** button and press START to get a secret menu that allows you to start at any stage or hear any of the game's music or sound effects

Sonic the Hedgehog: Debug Mode

At the title screen—just as Sonic is starting to appear-press X, X, Up, Down, Left, Right. You'll hear a chime. With this code in place, you'll have access to the following features

 System Reset—Press START to pause the game, then press B to reset to the title screen. Slow-Motion—Press START to pause, then hold the A button to play in slow motion. If you tap the X button while paused, you'll advance the action one "frame" at a time.

· Debug Mode-When the name of the current zone appears in big letters at the start of a stage, press the **B** button and hold it down until Sonic appears. Your "Score" indicator will be replaced by a bunch of hexadecimal numbers. Now you're invincible; the only thing that can kill you is if you fall off the screen. Press A during gameplay to change Sonic a different object from the game; while Sonic is a different object, you can move the object anywhere in the current stage with the D-pad. Also, when in "object" mode, press B to change to a different object, X to place a copy of that object on the screen or A to change back into Sonic and continue play. Use this feature to modify the game's stages or even "draw" hundreds of gold rings on the screen; when you change back into Sonic you can pick them all up.

Sonic the Hedgehog 2: Stage Select
At the "Sound Test" menu, listen to sounds 19, 65, 09 and 17 in order; you'll hear a chime when you activate the last sound. Next, return to the title screen, highlight "1 Player", hold B and press START to access the stage-select menu. With this code in place, you'll also have access to the following features:

• System Reset—Press START to pause the

game, then press B to reset to the title screen. Slow-Motion-Press START to pause, then hold the A button to play in slow motion. you tap the X button while paused, you'll adance the action one "frame" at a time.

Sonic the Hedgehog 2: Chaos Emeralds Cheat At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 04, 01, 02 and 06 in order; you'll hear the fanfare that sounds when you get a Chaos Emerald. This code gives you all of the Chaos Emeralds; you can grab 50 rings and jump to change into Super Sonic. You'll also be able to see the "good" ending when you beat the game.

Sonic the Hedgehog 2: Debug Mode At the stage-select menu (see above), high light "Sound Test" and listen to sounds 01, 09, 09, 02, 01, 01, 02 and 04 in order; you'll hear a chime to confirm. Now highlight the name of any stage, hold the B button and press START; don't release B until the stage begins. See the codes for the original Sonic the Hedgehog above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in Sonic 2

Sonic the Hedgehog 2: "Night" Mode Enter the "Debug Mode" code above, then highlight the name of any stage at the stageselect menu, hold the X button and press START. This darkens the graphics, making it appear as if you're playing at night. Sonic the Hedgehog 3: Stage Select

After the Sega logo appears at the start of the game, you'll see a blurry scene of Sonic rushing toward you. The instant Sonic appears, quickly press Up, Up, Down, Down, Up, Up, Up, Up. You'll hear a chime to confirm the code. Note: This is an extremely difficult code to enter. It took us about 100 tries before we got it to work with the GameCube controller. You must press the buttons at a consistent





speed, starting at the exact moment when the screen turns black; you should finish entering the code just a split-second before the screen turns pure white. Use a very light touch on the D-pad or analog stick and press Up and Down evenly, making sure not to touch the diagonals. If you don't hear the chime, just press **Z** and pick "Game Title" to try again. Once you've done it right, press **Up** or **Down** at the title screen menu until you see a new item called "Sound Test"; this gives you a stage-select and sound test menu. The list even includes the names of zones that were taken out of the game before it was re leased. You can't play these stages, but you can hear the music from them with the Sound Test option. With the code in place, you have access to the following features:

• System Reset—Press START to pause the game, then press B to reset to the title screen. Slow-Motion—Press START to pause, then hold the A button to play in slow motion. If you tap the X button while paused, you'll advance the action one "frame" at a time. Sonic the Hedgehog 3: Debug Mode

At the stage-select menu (see above), highlight the name of any stage, hold the B button and press START; don't release B until the stage begins. See the codes for the original Sonic the Hedgehog above to find out how the debug mode works: the only difference is that you don't get invincibility when you enter the Debug Mode in Sonic 3. However, if you get killed when playing in Debug Mode, just press the A button quickly before Sonic falls off the screen with the surprised expression on his face; this will change him into an object and freeze the action. Now just use the D-pad to move the object to a safe place and press A to change back into a healthy Sonic. Sonic the Hedgehog 3: Secret Special Stage

At the stage-select menu (see above), select the "Sound Test" option and listen to sound 01, then 03, then 05, then 07; you should hear a chime when you select the last number. Now highlight "Special Stage 2," hold the B button and press START to play a secret special stage.
Sonic the Hedgehog 3: "Night" Mode

At the stage-select menu (see above), high-light the name of any stage, hold X and press START. This darkens the graphics, making it appear as if you're playing at night.

Sonic & Knuckles: Stage Select

Play through the first stage until you reach one of the ratchet machines that allow you to pull yourself up. Jump and hang on to one of the handles, then—while your character is hanging from the handle—press Left, Left, Left, Right, Right, Right, Up, Up, Up; you'll hear a chime to confirm the code if you've entered it quickly enough. Now press START to pause, then press B: the game should restart. When the title screen reappears, hold the B button and press START to access the stageselect and sound test menu

Knuckles in Sonic 2: Stage Select

At the title screen, quickly press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right; you'll hear a chime to confirm the code if you've entered it properly. Now hold the B button and press START to access the stageselect menu.

Sonic 3 & Knuckles: Stage Select

Play through the first stage until you reach one of the swinging vines with the handles on the ends of them. Jump up and grab the handle, then-while your character is swing ing from the vine-press Left, Left, Left, Right, Right, Right, Up, Up, Up; you'll hear a chime to confirm the code if you've entered it quickly enough. Now press START to pause, then press B; the game should restart. Press Up or Down at the title screen menu until you see a new item called "Sound Test"; this gives you the stage-select and sound test menu. Near the upper left corner of the screen is a small number which you can change by pressing the X button; this number represents the character you want to play with according to the following legend:

00—Sonic and Tails 02—Tails 03-Knuckles 01-Sonic Sonic 3D Blast: Stage Select/Stage Skip

At the title screen—while the words "Press Start" are flashing—press A, B, Right, B, X, Up, Down, B. The main menu will appear even though you have not pressed the START button. Choose "Start" from the main menu; the Level Select menu will appear. You can choose any stage, including the Tails and Knuckles bonus rounds. With this code in place, you can skip stages at any time by pressing START to pause, then pressing the B button to warp to the next stage.

Sonic Spinball: Stage Select

Choose "Options" from the title menu, then-when the Options menu appearspress B. Down, A. Down, X. Down, B. A. Up. B, X, Up, A, X, Up; you'll hear a fanfare to confirm the code. Now return to the title menu and enter one of the following codes:

· Hold B and press START to warp to the "Lava Powerhouse" stage

· Hold A and press START to warp to "The Machine" stage.

· Hold X and press START to warp to the "Showdown" stage.

Sonic Spinball: See the Credits Choose "Options" from the title menu. then—when the Options menu appears press X, Up, A, Up, B, Up, X, A, Down, X, B, Down, A, B, Down; you'll hear a fanfare and the game's credits will appear. Ristar: Cheat Passwords

Enter the following passwords for different effects:

M U S E U M—Boss Rush Mode D O F E E L-Practice Bonus Rounds I L O V E U—Stage Select

S U P E R—"Super" difficulty level appears at the option screen

M A G U R O—Adds an "Onchi" ("tone deaf") option to the sound test menu XXXXX—Cancel all passwords A G E S—Display Sega copyright

SPIDER-MAN

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code. K O A L A—All "Combat Controls" enabled

I M I A R M A S-Unlock all stages in "Level Warp

HEADEXPLODY-Unlock "Pinhead Bowling" in Training menu

ARACHNID—Unlock all of the above + all "Gallery" items

GIRLNEXTDOOR—Play as Mary Jane HERMANSCHULTZ-Play as Shocker S E R U M—Play as a scientist K N U C K L E S—Play as Thug 1 THOUGH TO A PIN AS THUGHT AND AS T

REALHERO—Play as a security guard ORGANICWEBBING—Unlimited web fluid CHILLOUT—Glider never overheats (when playing as Green Goblin)

R O M I T A S—Unlock "Next Level" option at the Paused menu

D O D G E T H I S—"Matrix" mode S P I D E R B Y T E—Tiny Spidey G O E S T O Y O U R H E A D—Big head + feet J O E L S P E A N U T S—Enemies have big heads + feet

U N D E R T H E M A S K—First-person view

Secret Movies

At the profile menu, select a blank entry, then enter any of the following codes as your name. Upon entering it correctly, you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu.

G U N N—Unlock "Saliva: The Spy Hunter

WOODY-Unlock "Early Test Animatic" movie

STAR WARS: BOUNTY HUNTER

Select "Options" from the main menu, then select "Code Setup" and enter any of the following codes:

MANDALORIANWAY—Unlock all chapters GO FISH—Unlock all TCG cards R ARTISTS ROCK-Unlock all concept art

STAR WARS JEDI OUTCAST: JEDI KNIGHT II

Secret Codes

At the main menu, select "Extras," then select 'Cheats" and enter any of the following

codes:
BISCUIT—Infinite ammunition E E P S—Unlock all multiplayer characters CHERRY-Unlock all levels up to Yavin Temple

FLICK Y-Unlock all Movie Viewer items

STAR WARS: ROGUE LEADER ROGUE SQUADRON II

Secret Codes

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or else it won't work. Note that the special vehicle codes may not allow you to choose those ve hicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission

JPVI?IJC—RSBFNRL—Infinite lives

!??QWTTJ—CLASSIC—Unlock all levels AYZB!RCL—WRKFORIT—All tech up-

PYST?OOO—DUCKSHOT—Bonus level "Death Star Escape" (highlight "Death Star Attack" at the Select Mission screen and press Up to access)

V L Y B B X L-N O W A R !!!-Bonus level 'The Asteroid Field" (highlight "Battle of Hoth" at the Select Mission screen and press Un to access)

AZTBOHII—OUTCAST!—Bonus level "Triumph of the Empire" (highlight "Strike at the Core" at the Select Mission screen and press lin to access)

O G G R W P D G—E E K E E K !—Bonus level "Revenge on Yavin" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press Up, Right to access)

W C Y B R T C—? ? M B C ? ? ?—Bonus level "Endurance" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press

Up. Right, Right to access) ? Q-A S E P O N E !-Unlock Naboo Fighter

M V P Q I U ? A—O H ! B U D D Y—Unlock Millennium Falcon

Z T ? ! R G B A—D I S P S B L E—Unlock TIE

PZ?APBSY—IRONSHIP—Unlock Slave 1 V V ? G X R Y P—C N O O Q ! Z R—J F E T T S H P—Unlock Jango Fett's Slave 1 NYM!UUOK-BLKHLMT!-Unlock TIE

Advanced A J H H!? J Y-B U S T O U R-Unlock Imper-

I 7 I I V I F I I — I B F N 7 I N I — Unlock Car U!?!V W Z C—G I V E I T U P—Enable "Ace Mode" option at the Special Features menu B L A H B L A H-Enable "Audio Commentary" option at the Special Features menu XHIBIT!—Enable "Art Gallery" option at

the Special Features menu C O M P O S E R—Enable "Music Hall" option

at the Special Features menu. N S I D E R—Enable "Documentary" option

at the Special Features menu. HATSME!—Enable "Credits" option at the Special Features menu

LIONHEAD—Black & White mode

SUPER SMASH BROS. MELEE

Secret Characters

Falco to unlock him.

Jigglypuff—Finish Classic mode or Adventure mode with any character and defeat Jigglypuff to unlock him.

Dr. Mario—Finish Classic or Adventure mode as Mario without continuing, then defeat Dr. Mario to unlock him.

-Play in Adventure mode as any character and finish the Stage 1 with a number 2 in the "seconds" digit of the stage timer (third from the right). Defeat Luigi in less than 1:00:00. Complete the remaining stages in Adventure mode, then defeat Luigi again to unlock him

Young Link—Finish Classic mode with at least 10 characters, then finish Classic mode with Link and defeat Young Link to unlock him. -Finish the 100-Man Melee and defeat

Pichu—Finish Stage 37 of Event mode and defeat Pichu to unlock him. Alternatively, play

Versus mode 201 times, then defeat Pichu to unlock him.

Ganondorf—Finish Stage 29 of Event mode and defeat Ganondorf to unlock him Marth—Use all 14 original (not secret) charac-

ters at least once in Classic or Adventure mode, then finish the game with one of them and defeat Marth to unlock him. Alternatively, play in Versus mode 401 times, then defeat Marth to unlock him.

Roy—Finish the game in Classic mode as Marth and defeat Roy to unlock him.

Mr. Game & Watch—Finish the game with 24 characters in Classic mode, then defeat Mr. Game & Watch to unlock him.

Mewtwo-Play in Versus mode 701 times and defeat Mewtwo to unlock him. Alternately, play in Versus mode for a combined total of 20 hours of play by non-computer participants (i.e. if four players participate, Mewtwo will appear after only five hours of play).

TONY HAWK'S PRO SKATER 3

Cheat Codes Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

FREAKSHOW—Unlock all hidden characters MARKEDCARDS-Enable "Cheats" option at the Paused menu

MAXMEOUT-Gives the currently-selected skater enough stat points to max out all statistical categories

P O P C O R N—Unlocks all movies

TONY HAWK'S PRO SKATER 4

Cheat Codes

Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu.

g 0 l d e n—Always Special (note: the second character is the number zero)

belikegeoff—Perfect Rail 2 wheelin—Perfect Manual giantsteps---Moon Gravity m r a n d e r s e n—Matrix Mode

TUROK: EVOLUTION

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select after you have unlocked it, you must load a previously-saved game from the main menu. S E L L O U T-Unlock level select E M E R P U S-Unlock invincibility S L L E W G H—Unlock invisibility

T E X A S—Unlock all weapons M A D M A N-Unlock unlimited ammo H E I D-Unlock big heads

Z O O-Play Zoo mode

TY THE TASMANIAN TIGER

At any time during gameplay, enter any of the following codes. You'll hear a special guitar sound effect after entering a correct code. L, R, L, R, Y, Y, X, B, B, X, Z, Z—All items are marked with vertical lines

L. R. L. R. Y. Y. Y. B. Y. B.—Obtain Kaboomarang, Doomarang, Megarang, Zoomerang, Infrarang, Multirang and Chronorang

L, R, L, R, Y, Y, B, B, Y, B—Obtain Frostyrang, Flamerang, Zappyrang and Aquarang

WAVE RACE: BLUE STORM

Secret Passwords

Choose "Options" from the main menu, then hold Z + X and press START at the Options menu. A new "Password" option will appear. At the next screen, enter any of the following passwords:

D L P H N M O D—Ride a dolphin, Free Roam K T U P W N P D-Play Dolphin Park, Stunt Mode Normal

W C X 5 W P 5 A-Play Southern Island, Stunt Mode Expert

M J V 8 L K L 6-Play La Razza Canal, Time Attack Hard J 7 8 4 W M H F—Play Lost Temple Lagoon,

Time Attack Normal Q 3 T R KT E—Play Lost Temple Lagoon,

Time Attack Hard A J X Y 8 P 5 3—Play Expert Championship without having to unlock it

WRECKLESS: THE YAKUZA MISSIONS

Unlock All Missions & Cheats
At the Scenario Select screen, select "Cheats." Next, move the cursor to highlight the "Unlimited time" cheat, then hold down L + R +Right and press Z. After entering the code correctly, all missions and cheats will be immediately unlocked.

X-MEN: NEXT DIMENSION

Secret Codes

At the main menu, quickly enter any of the following codes. A special message will appear after entering a correct code.

Up, Up, Down, Down, Left, Right, Left, Right, A. B. START, START-Unlock everything Up, Up, Down, Down, X, Y, Y, X—All characters start with nearly zero health

Up, Up, Down, Down, A, A, B, B, X, X, Y, Y-Computer opponents just stand there Up, Up, Down, Down, A, X, A, X-Unlimited

TIPS & TRICKS

Extra Money

At the "Press Start" screen, press Y, X, White, Y. X. White, X. X. Y. White, X. Y. You'll hear a special sound effect after entering it correctly.

AGGRESSIVE INLINE

Secret Cheats

At the main menu, select "Options," then select "Cheats" and enter any of the following codes at the screen that appears. You'll be automatically returned to the Options menu

after entering a code correctly. $\uparrow \uparrow \downarrow \downarrow \leftarrow \rightarrow \leftarrow \rightarrow$ B A B A—Unlock all levels $\downarrow \rightarrow \rightarrow \downarrow \leftarrow \downarrow \leftarrow \downarrow \rightarrow \rightarrow \rightarrow$ —Unlock all char-

 $\leftarrow \leftarrow \rightarrow \rightarrow \leftarrow \rightarrow \downarrow \uparrow \uparrow \downarrow \land \vdash$ A \vdash Juice regeneration

 \leftarrow \leftarrow \leftarrow \rightarrow \rightarrow \rightarrow \rightarrow \leftarrow \rightarrow \uparrow —Super spins $\uparrow \downarrow \uparrow \downarrow \leftarrow \rightarrow \leftarrow \rightarrow A B A B S$ —Low gravity wall rides

SKELETON—Obtain all keys BIGUPYASELF—Perfect grinds JUSTIN BAILEY—Perfect handplants OUEZDONTSLEEP—Perfect manuals

AMPED

Secret Codes

From the main menu, select "Options," then select "Cheats." Next, enter any of the codes below. If you input a code correctly, the word you entered will disappear after selecting "Done."

Ridin w Raven-Unlock Raver Chillin w Steezy GimmeGimme—Unlock Steezy StickiT—Easier to land from a jump Z i P s t e r—Faster speed buzzsaW-Run through trees M e g a L e g—Jump higher Whirly Gig—Faster spins MegabOUnce-Bounce continuously

ARCTIC THUNDER

Secret Codes

Enter any of the following codes at the "Select Game Mode" screen. A special message will appear after entering a co X, X, Y, Y, White, Black, START-No drones

Y, X, Y, Y, X, START—No catchup mode Black, Right Trigger, X, Y, Black, Right Trigger, START-All random power-up mod

X, X, Y, X, Right Trigger, X, START—No power-X. X. X. White, Y. START—All missile mode

Y, Y, Left Trigger, Y, Y, White, START-All grappling hook mode Black, Right Trigger, Left Trigger, White, X,

START-All roos Y, Y, Black, Right Trigger, START—All snow-

Y, Black, Black, Y, Right Trigger, START-All

White, Left Trigger, Left Trigger, Y, White, Y,

X, Y, X, Right Trigger, Y, Y, START-All invisi-

Y, White, X, R, X, L, START-Super wheelie

AZURIK: RISE OF PERATHIA

nvincibility

At any time during gameplay, quickly press X, Black, White, Right Trigger + Left Trigger, then press in the Right Thumbstick + Left Thumbstick simultaneously.

Refill Health + Power

At any time during gameplay, quickly enter the following code: Hold Left, rotate the Right Thumbstick counter-clockwise from right to up to left, then press A, X. Big Heads

At any time during gameplay, quickly press in the Right Thumbstick, then R, Down, Up, A. Ria Afro

At any time during gameplay, enter the following code quickly: Press Down, Right, then Black + White simultaneously, press in the Right Thumbstick, press in the Left Thumb stick, then simultaneously point the Left Thumbstick to the right and the Right Thumbstick to the left, then press B, Y Save Anywhere

At any time during gameplay, quickly press White, Up, Down, A, B, then press in the Right Thumbstick. After entering the code correctly, your game will be saved immediately, whether you are at a save point or not. Adjust Camera

At any time during gameplay, quickly press Right Trigger, Down, Up, Down, Up, then press in the Right Thumbstick, then press in the Left Thumbstick. Now you can use the controller to freely adjust the camera's posi-

tion and orientation. The Left Trigger and Right Trigger adjust the height of the camera Press Back to return to controlling your char-

BALDUR'S GATE: DARK ALLIANCE

Secret Cheat Menu

At any time during gameplay, hold Left Trigger + Right Trigger + Y + A + Right on the left analog stick, then press START. Note that Left Trigger must be depressed all the way, he ever Right Trigger must be partially depressed, halfway or less. If you enter the code correctly, a different pause menu will appear that will allow you to toggle invincibility and select any stage.

BLADEII

Main Menu Codes

Enter any of the following codes at the main

Unlock Missions—Hold Left Trigger and press Down, Up, Left, Left, B, Right, Down, X Unlock Weapons—Hold Left Trigger and press X. B. Down, Left, B. B. Y

Unlock Daywalker Difficulty—Hold Left Trigger and press Left, B, Up, Down, X, B, A In-Game Codes

At any time during gameplay, press START to pause, then enter any of the following codes: Infinite Health—Hold Left Trigger and press Y, X. Y. X. Y. B. Y. B

—Hold **Left Trigger** and press Left, Down, Left, Down, Right, Up, Right, Up -Hold Left Trigger and press Left, B. Right, X. Up. Y. Down, A

BLOOD WAKE

Enter the following codes at the title screen: Invincibility-Press Left Thumbstick, Right Thumbstick, Down, Left, Down, Left, B. Y. START

nfinite ammo—Black, White, Left Trigger, Right Trigger, Right Thumbstick, Right Thumbstick, Y, X, START

Infinite Turbo—Up, Up, Down, Down, Left, Right, Left, Right, B, A, START

lock all boats in Battle Mode—Up. Down Left, Right, Left Trigger, B, X, X, Right Thumbstick START

Unlock all arenas in Battle Mode—X Y Un Right, Left, Down, Up, Down, Left Trigger, Left Trigger, START

Unlock all games in Battle Mode—Y, A, X. B. Left Thumbstick, Right Thumbstick, Black, White, Right Trigger, Right Trigger, START

BLOODRAYNE

From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause screen. All cheats except the first one must be toggled on by accessing the Cheats menu after entry ON THE LEVEL—Enable level select

TRI ASSASSIN DONT DIE-Unlock God Mode LAME YANKEE DONT FEED—Unlock Restore

Health ANGRY XXX INSANE HOOKER-Unlock Fill

Rloodlus NAKED NASTY DISHWASHER DANCE—Unlock

DONT FART ON OSCAR-Unlock Friendes na-

SHOW ME MY WEAPONS—Unlock Show Weapons on Body INSANE GIBS MODE GOOD-Unlock Gratu-

itous Dismemherment JUGGY DANCE SQUAD—Unlock Juggy Mode

Cheat Codes

At the main menu, select "Acclaim Extras," then select "Cheats." Enter any of these codes at the screen that follows:

XXX RATED CHEAT—Unlock all levels and Amish Boy CHAMPAGNE ROOM—Unlock all movies

65 SWEET RIDES—Unlock all bikes 3RD SOG—Night vision mode FLUFFYBUNNY—Happy bunny mode GHOSTCONTROL—Guided ahostrides HEAVYPETTING—Super crash mode MAKEMEANGRY-Green skin PARABOLIC—Visible gaps

BRUCE LEE: QUEST OF THE DRAGON

Bruce Challenges

At the title screen, when the words "Press Start" appear, press X, Y, X, Y, X, X, Y, Y, Left Thumbstick, Right Thumbstick. The "Bruce Challenges" option will be unlocked at the

BUJEFY THE VAMPIRE SLAVER

Choose "Extras" from the main menu and enter any of the following codes at the Extras

Black, Y, White, Black, Black, White, Y

No damage from enemies' punches or kicks— Y, White, Black, Black, White, Y, Black, Black, Black, Y, Y, Y

Unlock "Arena Mode" stages 1-4—Y, Y, White, Black, Black, Y, Y, Y, Y, Y, White, Black Play as dark slaver in Arena Mode-Black. White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, White, Black, Black, Black White, White

CEL DAMAGE

Secret Codes

From the title screen, select "Play," then press A and select "Create/Load." Next, select "Create New," then "Hard Disk," then "New Name." Now enter any of the names below. You'll hear a special fanfare when you choose an icon after entering a correct code ENCHILADA!—Unlock all stages, charac-

ters and weapons W H A C K L A N D—Unlock all desert stages

E A R L S P L A C E-Unlock all Transylvania stages

M E L E E D E A T H—Unlock melee weapons HAZARDOUS—Unlock hazard weapons UNIQUEWPNS—Unlock personal weapons FANPLASTIC—Unlock plastic rendering

PENCILITIN—Unlock pencil rendering

CRAZY TAXI 3: HIGH ROLLER

Enter any of the following codes at the character-select screen. The corresponding text will appear at the bottom of the screen w gameplay begins if you entered each code

Hold White and press A-No arrows Hold Black and press A—No destination marks Hold White + Black and press A-Expert mode (no arrows or destination marks)

DARK SUMMIT

Secret Code

Enter the following codes at any of the pregame menu screens or the pause menu. You'll hear a chime to confirm each correct code

Hold BACK + START, press Y, L, X, B, R, A, R, A-9,100,000 lift points and equip Hold BACK + START, press Y, L, X, B, R, A, R, B-All characters unlocked

Hold BACK + START, press Y, L, X, B, R, A, R, Y-All challenges completed Hold BACK + START, press Y, X, B, R-Shoot

barrels by pressing R Hold BACK + START, press Y, X, B, L-Press L + R while in the air for slow-motion effect

DAVE MIRRA FREESTYLE BMX 2

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code

Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down,) Unlock all movies-Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, X

Unlock secret pieces in Park Editor-Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, X

Unlock all Park Editor themes—Up, Left, Down, Right, Down, Up, Down, Right, Left, Left. X

DEAD TO RIGHTS

Unlock All Chapters

At the main menu, press Up, Down, Up, Down, Left, Right, Right, Y. X. X. You'll hear a special sound effect after entering it correctly. Next, select "Chapters" from the main menu to start from any chapter in the game.

ELDER SCROLLS III: MORROWIND

Cheat Code:

During gameplay, press B to bring up the menus. Select the Stats menu and enter the following codes to increase your vital stats: Restore Health—Select "Health" in the Stats menu and press Black, White, Black, Black, Black. Press and hold the A button to restore health level

Restore Magicka-Select "Magicka" in the Stats menu and press Black, White, White, Black, White. Press and hold the A button to restore Magicka level.

Restore Fatigue—Select "Fatigue" in the Stats menu and press Black, Black, White, White, Black. Press and hold the A button to restore Fatique level.

ENCLAVE

nlock Dark Campaign

At the main menu, select "New Game " then progress through the screens normally. When the campaign selection screen appears, press X, Y, Y, X, X, Y, X, Y, The Dark Campaign item will immediately become unlocked after you enter the code correctly.

FUZION FRENZY

Secret Codes

At any time during gameplay, press START to pause, then enter any of the codes below. A special message will appear after entering a

Hold Left Trigger and press Y, B, Y, B-First

Hold **Left Trigger** and press **Y**, **B**, **X**, **X**—Toggle through Mutant modes 1-3

Hold Left Trigger and press Y, Y, Y, Y-Welsh Hold Left Trigger and press Y, X, Y, Y-

Squeeky voices of Hold Left Trigger and press Y, Y, Y, X-Real controls on

GAUNTLET: DARK LEGACY

Enter either of the following codes at the 'Enter Your Name" screen that appears whenever you start a new game. A L L F U L-Start with nine keys and nine po-

1 0 0 0 0 K—Start with 10,000 gold

GUNMETAL

Unlock All Missions & Weapons

At the "Select Mission" screen, quickly press Left Thumbstick, Black, Right Trigger, Right Thumbstick, White, Left Trigger. All missions will immediately become available on this screen. When you reach the "Armory" screen, all weapons will also be available

HUNTER: THE RECKONING

Secret Codes

At any time during the game—but not while paused-enter the following codes. All directional commands should be entered with the D-nad

B, Up, Left, Down, Right, B-All weapons Down, Down, B, Y, Down, Down—Weapons

do max. damage
Right, Right, B—Random female voice sample Left, Left, B—Random male voice sample

KELLY SLATER'S PRO SURFER

Secret Codes

From the main menu, select "Extras," then select "Cheats." Next, enter any of the following codes at the next screen:

7 1 4 5 5 5 8 0 9 2—Mega cheat 5 5 5 4 1 4 1—All boards 3 2 8 5 5 5 4 4 9 7—All levels

9 4 9 5 5 5 6 7 9 9-All surfers 7 0 2 5 5 5 2 9 1 8—All suits 6 2 6 5 5 5 6 0 4 3-All tricks

2 1 2 5 5 5 1 7 7 6-Max stats 2 1 3 5 5 5 5 7 2 1—Perfect balance

5 5 5 0 2 1 7—High jumps 8 7 7 5 5 5 3 8 2 5—1st-person view 8 1 8 5 5 5 1 4 4 7—Trippy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, quickly press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. A message will appear to confirm the code.

THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING

Secret Codes

At any time during gameplay, enter any of the following codes rapidly. A message will appear on the screen upon entering a correct code.

Y, A, X, B, A, Y—Infinite health X. B. Y. A. X. B-Infinite ammunition Y, B, A, B, Y, X—Infinite Ring use

MAT HOFFMAN'S PRO BMX 2

At the "Press Start" screen, quickly enter any of the codes below. You'll hear a special sound effect after entering each code cor-

Y, Right, Right, B, Down, Y-Unlock all levels in all modes except road trip

Y, Up, B, Up, B, Y—Unlock Chicago in road





Y, Right Trigger, Left, Left Trigger, Right, Y-Unlock Las Vegas in road trip mode Y, Down, Right, Up, Left, Y—Unlock New Orleans in road trip mode

Y, Up, Down, Down, Up, Y—Unlock Boston in road trip mode

Y, Left, B, B, Left, Y-Unlock Los Angeles in

Y. A. A. B. B. Y-Unlock Portland in road trip

Left Trigger, Left, Left, Right, Right, Right, A, Unlock all music tracks Right Trigger, Left, X, Left, X, Left, Right Trig-

ger—Unlock all Mat Hoffman videos Right Trigger, X, A, A, X, A, A, Right Trigger—

Unlock all Mike Escamilla videos Right Trigger, Y, X, X, Y, Y, Y, Right Trigger— Unlock all Cory Nastazio videos

Right Trigger, A, B, Down, Up, Right Trigger-Unlock all Kevin Robinson video Right Trigger, Left Trigger, Left Trigger, Right

Trigger, Left Trigger, Left Trigger, Right Trig--Unlock all Simon Tabron videos Right Trigger, Up, Up, X, X, X, Right Trigger-Unlock all Seth Kimbrough videos Right Trigger, Down, B, X, Down, B, X, Right

Trigger—Unlock all Nate Wessel videos Right Trigger, Left, Right, Left, Right, Left, Right, Right Trigger-Unlock all Ruben Alcantara videos

Right Trigger, Up, A, B, Down, Right Trigger— Unlock all Joe Kowalski videos

Right Trigger, Left Trigger, Right, Right Trigger, Left, Right Trigger-Unlock all Rick

MAX PAYNE

Cheats Menu

At the main menu, press and hold Left Trigger Right Trigger + Left Thumbstick + Right Thumbstick, then press White, Black, Black, White, White, Black. After entering this com bination correctly, you'll see a special message appear on the screen.

MEDAL OF HONOR: FRONTLINE

Enter any of the following codes at the Password screen from within the Options menu. The codes marked with an asterisk (*) activate cheats which must then be turned on at the

NOHITS FOR II—Bullet Shield*

B A S S—Unlock Mission 2: A Storm in the Port STURGEON-Unlock Mission 3: Needle in a Haystack

P I K E—Unlock Mission 4: Several Bridges Too

T R O U T—Unlock Mission 5: Rolling Thunder CATFISH-Unlock Mission 6: The Horten's Nest

SALMON—Earn a gold star for the level previous to the current level

FLIPBOOK—Unlock Extra movie, "From the Animator's Desk"

COTOBREATH—Unlock Extra movie, "A Good Day to 'Dye'"

MIKE TYSON HEAVYWEIGHT BOXING

Each of the following codes must be entered quickly at the title screen when the words "PRESS START BUTTON" appear. When you press the last button in any code, hold it down until the corresponding text appears on the screen

X, B, L, R-Unlock all modes and boxers X, B, Up, Down—Big head mode X, B, Down, Up—Small head mode Down, Up, B, X-Two-dimensional mode

MINORITY REPORT

Choose "Special" from the main menu, then select "Cheats," then "Enter Cheat Code." At the next screen, enter any of the following codes. A special message will appear upon en-

tering a correct code.
B U T T E R U P—Restore player's health STRAPPED—All weapons MRJUAREZ—Infinite ammo RGARMS—Invincibility OUITER-Level skip PASSKEY—Level warp all DONOTS FL-Do not select S L I Z O M I Z O—Slomo button ROUNZMEN—Bouncy men S P I N A C H—Super damage STYLIN—Dramatic finish C L U T Z—Wreck the joint STEELUP—Armor S L U G G E R—Baseball bat FPSSTYIF-Free aim W I M P—Ending scene

DIRECTOR-Unlock all movies NINIA-Unlock all combos S K E T C H P A D—Unlock concept art M A X I M U M H U R T-Unlock Pain Arenas HAIRLOSS-Moseley hero BIGLIPS—Nikki hero S C A R Y C L O W N—Clown hero S U P E R J O H N—SuperJohn hero GNRLINFANTRY—GI John hero LALL BREAK—Convict hero MRROBOTO—Robot hero I A M S O S D F A D-7 ombie bero HISSSS—Lizard hero

NASCAR HEAT 2002

Easily Complete Beat The Heat Challenges At the main menu, press Up. Down, Left Right, White, Down, Down. If you entered the code correctly, the menu will leave the screen and the re-appear. Each time you do this, you'll gain 10 points and automatically pass the last challenge that was unlocked.

NASCAR THUNDER 2002

Unlock Fantasy Drivers
At the Driver Select screen, select "Create-a-Car." Next, enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen. Next, select "Advance" and a special message will tell you that you unlocked a new driver.

Buster Auton Dave Alperr Scott Brewer Audrey Clark Rick Edwards Michelle Emser Katrina Goode Diane Grubb Jim Hannigan Troi Hayes Crissy Hillsworth Traci Hultzapple Rick Humphrey Kristi Jones Joey Joulwan Cheryl King Mandy Misiak Josh Neelon Dave Nichols Kitt Paint Benny Parsons Ken Patterson Dick Paysor Sasha Soares Chuck Spicer

Cheat Codes

From the main menu, select "Options," then select "Game Play." Next, while simultaneously holding Left on the D-pad and Right on the analog stick, press START. Now return to the Options menu; you'll notice that a new menu item, "Codes," has appeared on the bottom of the screen. Now enter the following codes at the code entry screen. Be sure to enter the codes in capital letters.

M E G A S T A R S—Unlocks the NBA 2K3,

Sega Sports and VC teams

S P R I N G E R—Trash appears on the ground

NBA INSIDE DRIVE 2002

Secret Codes Enter the following codes at the "Codes" screen from the "Options" menu. CARDIOMAN—Infinite turbo IGOTHOPS—Easy alley-oops T H R E E 4 A L L—Easy three-pointers S M A L L S H O E S—Tiny players WINDYCITY—Chicago Skyline Stadium G I M M E T H A T—Accept all trades HOOLIGAN-Soccer ball basketball G A M E O V E R—8-ball basketball BACHMAN-Xbox basketball ANDINMYSHORTS—Beach ball baskethall

S P I K E I T—Volleyball basketball OLDSCHOOL-ABA Basketball G O T G A M E-WNBA Basketball

NBA LIVE 2003

Secret Characters

From the Main Menu, enter the Roster Management menu and select "Create Player, Enter any of the following cheat codes in the "Last Name" field; a confirmation message will appear if you've done it correctly. The unlocked character can then be found in the Free Agent pool for you to sign to any team. FLIPMODE—Busta Rhymes CALIFORNIA-Hot Karl G O O D B E A T S—Just Blaze G H E T T O F A B—Fabolous

NFL BLITZ 20-02

DOLLABILLS—B. Rich

MIXTAPES-DJ Clue

Secret Codes

At the versus screen just before the game starts, enter the following codes by pressing the Left Trigger, Right Trigger and A buttons followed by a direction on the D-pad. For example, to enter the "Huge Head" code (1-4-5-

Left), press L once, R three times and A five times, then press Left on the D-pad. A message will appear to confirm each code. Note: If you change the default controller configuration, you may be altering the buttons that are used to enter these codes.

2-1-2-Right—More time to enter codes

4-1-5-Up-Infinite turbo 4-2-1-Up—Power-up defense

4-1-2-Up-Power-up offense

5-2-1-Up—Power-up linemen

0-3-2-Left—Fast running speed 2-4-0-Left—Fast passes

0-5-4-Up—Super blitzing

1-2-3-Left—Super field goals

-1-4-Down—Smart CPU teammates

3-3-3-Down—Extra plays for offense 0-0-1-Right—Extra time after plays

2-0-0-Right—Big head

2-0-3-Right—Team big heads

1-4-5-Left—Huge head 0-2-5-Left-Big Feetz

0-2-5-Up—Chimp mode

0-2-5-Right—Power Loader (big shoulders)

2-5-3-Right—Team: Midway

2-5-4-Up-Team: Rollos

3-4-4-Down—Team: NeoTokyo 1-3-5-Left—Team: Cowboys

4-0-3-Right—Team: Crunch Mode

4-3-2-Down—Team: Brew Dawgs

5-4-3-Right-Team: Armageddon 0-4-5-Left—Team: Indians

5-0-1-Up-Team: Gsmers

3-1-0-Up—Team: Bilders

2-3-2-Down-Ground fog on 1-2-3-Right—Weather: Clear

5-5-5-Right—Weather: Rain

5-5-5-Left-Weather: Snow 0-3-0-Left—Classic ball

0-3-0-Down-Chrome ball

2-1-1-Left—Allow stepping out of bounds 3-4-5-Up—Butter Fingaz

3-5-1-Right-Showtime

0-1-2-Down-No CPU assist (teams must

0-2-1-Right—See more field (teams must 1-1-1-Down—Tournament Mode (in two-

player game) 2-2-2-Left-Always QB (two humans per

2-2-2-Right-Always receiver (two humans per team)

3-2-1-Down—No highlight target on receiver 3-4-0-Right—Hide audible names

3-5-5-Up—No interceptions 5-2-3-Down—No random fumbles (teams

must agree) 1-4-1-Up—No punting 2-1-0-Up-No first downs

5-5-4-Right—No replays

Secret Characters

From the main menu, select "Exhibition." Next, when you reach the prompt that asks you if you want to enter your name for record keeping, select "YES." Enter any of the names and pin numbers below to play as the corresponding secret character.

BFAR-1985 CLOWN-1974 COWBOY-1996 DEER-1997 DOLPHIN-1972 EAGLE-1981 HORSE-1999 INDIAN-1992 LION-1963 PINTO-1966 PIRATE-2001 RAM-2000 RBL-DBN—9669 ROBOTR-1974 ROBOTS-1970 TIGER-1977 ZEMAN—1986 VIKING-1977

NFL FEVER 2002

Choose "User Profile" from the main menu, then select "Create User Profile" and enter the name "BROADWAY". All of the secret teams and stadiums will be unlocked.

NHL HITZ 20-02

At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing X, Y and B followed by a di rection on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press X once, Y two times and \boldsymbol{B} one time, then press \boldsymbol{Left} on the D-pad. A message will appear to confirm

Input more codes-3-3-3-Right Ignore last code—0-1-0-Dow Rain-1-4-1-Left Big puck—1-2-1-Up Huge puck-3-2-1-Up Bulldozer puck—2-1-2-Left Hockey ball—1-3-3-Left Tennis ball—1-3-2-Down

Big head player-2-0-0-Right Huge head player—3-0-0-Right Big head team—2-2-0-Left Huge head team—3-3-0-Left Pinball boards-4-2-3-Right Domino effect-0-1-2-Right Always big hits—2-3-4-Down Hitz time-1-0-4-Right No crowd—2-1-0-Right No puck out of play—1-1-1-Down No fake shots—4-2-4-Down Late hits-3-2-1-Down No one-timers-2-1-3-Left Show Hot Spot—2-0-1-Up Show shot speed-1-0-1-Up Turbo boost—0-0-2-Up Win fights for goals—2-0-2-Left First to seven wins—3-2-3-Left Infinite Turbo—4-1-3-Right

PIRATES: THE LEGEND OF BLACK KAT

Secret Codes

At any time during gameplay, hold down L Trigger + R Trigger, then enter any of the fol-

BACK, B, White, A, Right Thumbstick, Black, X, Right Thumbstick, Y, Left Thumbstick—Invincible while controlling the Wind Dancer BACK, White, Right Thumbstick, X, Left

Thumbstick, Y, Black, B, A, Left Thumbstick Infinite Wind Boost while controlling the Wind Dancer Black B Right Thumbstick Left Thumbstick

A, X, Right Thumbstick, BACK, White, Y—Upgrade the Wind Dancer to Galleon. This code will not take effect until you set sail to another island

A. Y. Left Thumbstick, B. Right Thumbstick, BACK, Right Thumbstick, White, Black, X—In-

vincible while controlling Katarina Y, BACK, A, X, Right Thumbstick, White, Left Thumbstick, Black, B, Left Thumbstick-Obtain all Chest Keys

Right Thumbstick, BACK, Black, Left Thumb-stick, X, A, White, Y, Left Thumbstick, B—Obtain next Sword power-up

B, Right Thumbstick, White, X, A, Right

Thumbstick, BACK, Left Thumbstick, Black—Obtain 1,000,000 Gold Doubloons B. White, BACK, Black, Right Thumbstick, Left Thumbstick, X, A, Right Thumbstick, Y—Infi-

nite supply of items upon pickup Y, A, X, B, White, BACK, Left Thumbstick, Black, Left Thumbstick, Right Thumbstick-Buried treasure chests will be marked on the

map as green Xs Right Thumbstick, A, B, Left Thumbstick, Y

White, BACK, Left Thumbstick, X, Black-All other treasure chests will be marked on the Different Costumes for Katarina

At the main menu, hold down L Trigger + R Trigger + Left Thumbstick + BACK + Up (on the D-pad). As soon as all five buttons are held down simultaneously, a number will appear in the lower left corner of the screen Press Right Thumbstick to cycle through 12 different sets of numbers. When you continue or start a new game, your character will look different depending on which number you selected.

PRISONER OF WAR

Secret Passwords

Enter any of the following codes at the "Passwords" screen from within the main menu: FARLEYMYDOG—Unlock everything in the Secrets menu

G E R 1 E N G 5—Unlock all chapters A L L T I M E S-Be informed of all events in the day

PROJECT GOTHAM RACING

Cheat Code

At the "load or create new" screen, select "create new driver." Next, select "driver name" and input your name as "Nosliw." Note the capital first letter and the lowercase letters. Now all of the cars, body paint styles, courses and stages are unlocked.

OLIANTUM REDSHIFT

Secret Cheats

At the "Select Profile" screen, choose "Create New Profile," then enter "CHEAT" as your profile name. New menu items called "Easter Eggs" and "Cheats" will appear within the "Options" menu. Now you can enter the fol-lowing codes at the "Enter Cheat Code" screen from within the Cheat menu. Note that each code is case-sensitive. N e m a t o d e—Unlock all characters

Fish Face—Infinite Turbo Think Bat—Infinite Shield

RICEit up-Fully upgrade all characters

At the main menu, select "Start Game," then select "Create new profile." Next, enter any of the following codes as your profile name You won't receive any special confirmation, but you will see the corresponding items unlocked as you progress through the menus WheelToWheel-Unlock Expert level

The Good Stuff-Unlock Classic level events and cars

Geronimo-Unlock Unlimited level cars and downhill events

The Long Haul—Unlock Unlimited level cars and endurance events

REDCARD 20-03

Unlock Everything

Choose "Load/Save" from the main menu. then select "Create/Load Profile" and create a new profile with the name "BIGTANK". All of the secret teams, stadiums and Finals Mode will be unlocked.

ROBOTECH: BATTLECRY

Secret Passwords

At the main menu, select "New Game." At the menu that follows, hold L + R and press Left, Up, Down, A, Right, B, START. A special password entry screen will appear. Now enter any of the following codes:

W E W | L L W | N-Unlock all missions M U L T I M A Y H E M—Unlock all multiplayer missions

S U P E R M E C H—Invincibility MISSMACROSS—Unlock all Veritech de

WHERESMAX-Unlock all Veritechs and awards

BACKSTABBER—One-shot kills S N I P E R—One-shot Sniper kills S P A C E F O L D-Faster gunpod ammo re-

MARSBASE-Faster missile refresh MIRIY A—Faster weapon refresh

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.

Hold Right Trigger and press Up, Down, Down, Left, Left, Left Trigger-Unlock all boxers and arenas

Hold Right Trigger and press Right, Down Left, Up, Left, Left Trigger—Boxers punch

Hold Right Trigger and press Down, Left, Down, Up, Right, Left Trigger—Boxers move faster

SEGA SOCCER SLAM

Secret Codes

Enter these codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code. All new characters-Y, X, Up, Up, Up, Up, Up Unlock Jungle stadium-Up, Down, Left, Right, X, Y

Unlock Oasis stadium-Up, Up, Down, Down,

Unlock Pacific Atoll stadium-Up, Up, Left, Unlock Alpen Castle stadium—Up, Up, Up,

Down, X, X Unlock Riviera Ruins stadium-Up, Down,

Down, Right, Y. X Unlock Reactor Core stadium-Up, Left, Left,

Right, X, Y Unlock all stadiums—Up, Up, Up, Up, X, X

Big hits-Left trigger, Right trigger, Up, Up,

Max. Power—Left trigger, Right trigger, Left, Right, Y. Y.

Infinite Turbo—Left trigger, Right trigger, Right, Up. X. X Infinite Spotlights—Left trigger, Right trigger,

Down, Right, Y, X Eyeball ball-Right trigger, Right, Down, Up,

Black Box ball-Right trigger, Left, Left,

Down, X, X Earth ball-Right trigger, Right, Right, Left, X,

Rusty can ball-Right trigger, Left, Up, Up, Y,

Magic 8-ball—Right trigger, Right, Up, Up, Y, Beach ball-Right trigger, Right, Right, Down,

Crate ball-Right trigger, Left, Down, Right,

Kids rubber ball-Right trigger, Right, Up, Down, X, Y

Kids block ball-Right trigger, Left, Right,

Old-school soccer ball-Right trigger, Right,

"Rob Willock's head" ball—Right trigger, Left. Up, Left, Y, X

All items-Left, X. Left, X. Left Big heads-Right trigger, Left trigger, Up, Up,

SERIOUS SAM

Cheat Mode

At the main menu, hold the Left Thumbstick and press Black. White, Y. A new menu item, "Cheats," will immediately appear.

THE SIMPSONS: ROAD RAGE Secret Code Enter any of the following codes at the "Options" screen. After entering the code correctly, you'll hear a special sound effect. Hold Left Trigger + Right Trigger and press B, B, Y, X—Drive Red Soapbox Car Hold Left Trigger + Right Trigger and press B, B, Y, Y-Drive as Smithers in Mr. Burns' Car Hold Left Trigger + Right Trigger and press B, B, Y, A-Drive Nuclear Bus Hold Left Trigger + Right Trigger and press B, B, X, Y-Drive as New Year's Krusty Hold Left Trigger + Right Trigger and press B, B, X, A—Drive as Halloween Bart Hold Left Trigger + Right Trigger and press B, B, X, X—Drive as Thanksgiving Marge Hold Left Trigger + Right Trigger and press B, B, X, B-Drive as Christmas Apu Hold Left Trigger + Right Trigger and press B, B, B, B—Extra camera views

Hold Left Trigger + Right Trigger and press A, A, A, A-Nighttime mode Hold Left Trigger + Right Trigger and press A,

B. Y. X-Slow-Motion mode Hold Left Trigger + Right Trigger and press X, X, X, X-Flat character Hold Left Trigger + Right Trigger and press B,

SPIDER-MAN

Secret Codes

B, A, A-Show collision lines

From the main menu, select "Specials," then select "Cheats" and enter any of the codes below. You'll hear the Green Goblin laugh each time you enter a correct code.

—All "Combat Controls" enabled I M I A R M A S—Unlock all stages in "Level Warp

HEADEXPLODY—Unlock "Pinhead Bowling" in Training menu A R A C H N I D—Unlock all of the above + all

"Gallery" item: GIRLNEXTDOOR—Play as Mary Jane

HERMANSCHULTZ—Play as Shocker S E R U M-Play as a scientist KNUCKLES—Play as Thug 1 STICKYRICE—Play as Thug 2 THUGSRUS—Play as Thug 3 FREAKOUT—Play as Thug 4

CAPTAINSTACEY—Play as a helicopter R E A L H E R O—Play as a security guard

ORGANICWEBBING-Unlimited web fluid C H I L L O U T—Glider never overheats (when

playing as Green Goblin)

R O M I T A S—Unlock "Next Level" option at the Paused menu D O D G E T H I S—"Matrix" mode

SPIDERBYTE—Tiny Spidey GOESTOYOURHEAD—Big head + feet J O E L S P E A N U T S—Enemies have big

UNDERTHEMASK—First-person view

SPLASHDOWN

Choose "Options" from the main menu, then hold Right Trigger and press Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B. You will automatically enter a "Cheats" menu where you can enter any of the following codes. You must enter this code each time you want to access the cheats menu. You will hear an engine sound each time you enter a code

correctly. A I I C h a r—Unlock all characters Passport—Unlock all courses Festival—Unlockall videos La Pinata-Unlock all characters and wet-

suits A I I O u t A I—Tougher opponents Hobble-Weaker opponents P M e t e r G o--Maximum Performance

Meter IBelieve—Time trial ghost is a UFO F 1 8—Time trial ghost is an F-18 jet

SPY HUNTER

At the profile menu, select a blank entry, then enter any of the codes below as your name. Upon entering it correctly, you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu. Upon entering the "original Spy Hunter" code correctly, the special game will immediately appear instead. In this mode, use R Trigger to accelerate and L Trigger to shift between low and high gear.

O G S P Y-Play the original Spy Hunter G U N N—Unlock "Saliva: The Spy Hunter Theme" movie

S A L I V A-Unlock "Saliva: Your Disease"

M A K I N G-Unlock "Making of Spy Hunter" W O O D Y—Unlock "Early Test Animatic"

S H A W N—Unlock " Spy Hunter Concept

SSX TRICKY

Secret Codes

Enter the following codes at the title screen, when the words "Start Game" and "DVD Content" appear. You'll hear a special sound effect after releasing L Trigger + R Trigger for each code. For all the codes except the first one, you will not be able to see the effects until gameplay begins. For example, for the Mix Master Mike code, he won't appear on the character select screen, but after choosing any character, he will appear when gameplay

Maximum stats for all characters—Hold L Trigger + R Trigger and press Y, Y, Right, Y, Y, Down, A, A, Left, A, A, Up

Play as Mix Master Mike—Hold L Trigger + R Trigger and press A, A, Right, A, A, Down, A, A, Left, A, A, Up

Special outfit and board for Elise only-Hold L Trigger + R Trigger and press A, A, Right, B, B, Down, Y, Y, Left, X, X, Up

Board sticks to the ground more easily—Hold L Trigger + R Trigger and press X, X, Right, Y, Y, Down, B, B, Left, A, A, Up

STAR WARS JEDI OUTCAST: JEDI KNIGHT II Secret Codes

At the main menu, select "Extras," then select "Cheats" and enter any of the following

BISCUIT-Infinite ammunition P E E P S-Unlock all multiplayer characters CHERRY—Unlock all levels up to Yavin

FLICKY—Unlock all Movie Viewer items

STAR WARS: OBI-WAN

Unlock All Missio

At the title screen, select "New Game" and enter your name as "G R E Y T H E R A T." You'll begin playing at the bonus Battle access any other mission in the game, press START to pause, then press X to go to the Select Mission screen.

STAR WARS: JEDI STARFIGHTER

Select "code" from the Options menu and enter any of the following codes: ARTOO-Invincible mode

L O N G O-Unlock all story missions and bonus features

D A R O N—Director mode

STAR WARS STARFIGHTER: SPECIAL EDITION Secret Codes

Enter any of the following codes at the "Code Setup" screen from the Options menu. A message will appear to confirm each code. DIRECTOR-Director mode HEROES-View heroes gallery PLANETS-View planets gallery -View ships gallery S I M O N—View secret image A R J A R—Jar Jar mode E U R O P A-Unlock everything N O H U D-No on-screen interface elements during gameplay

STREET HOOPS Cheat Codes

From the main menu, select "Game Settings." then select "Cheats." Next, enter any of the following cheats:

R, X, X, X, R, Black, Y, White-Theft mode enabled

R, Y, Black, White—Block Party enabled White, Y. Black, Y-Power Game enabled R, Black, R, L, Y, X, R, L—Brick City clothing X, L, X, Y-Clown players

Y, White, White, R-Cowboy players Y, Black, White, Black, Black, White, L, Black-Elvis players

Y, Y, X, L—Kung Fu players R, X, Y, Black—Pimp players White, Black, White, Black-Santa Claus play-

Black, Black, Y, X-Tuxedo players White, White, Y. Black-Black ball Y, White, X, White—Red, white and blue ball

TONY HAWK'S PRO SKATER 2X

Press START during a game and enter any of the following codes at the "Paused" menu; the menu will shake to confirm each code. Note: You can also enter the codes at the main menu, but not all of them will work there

Hold Left Trigger and press White, B, Up, A, Right, Down, START—Unlocks secret Trevarch decks

Hold Left Trigger and press START, Black, A,

B, START—Characters don't bleed Unlock Almost Everything

Start a game in career mode, then press the START button to pause the game. At the "Paused" menu, hold Left Trigger and press START, A. White, Up. Right, Down, A. Y. B. A, B, Y. The screen will shake to confirm the code. This code unlocks all cheats at the Options menu, all stages in Free Skate mode, all secret characters (except Private Carrera) and gives you \$900,000 to spend at the Skate

TONY HAWK'S PRO SKATER 3

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

TEAMFREAK—Unlocks all skaters N.EVERBOARD—Unlocks all decks for the current skater

JUICE 4 M E-Gives the currently-selected skater enough stat points to max out all statistical categories
STIFFCOMP—Complete all Career mode

goals for the currently-selected skater (this code also unlocks all of the levels in the remaining game modes)

ROLLIT—Unlocks all movies

TONY HAWK'S PRO SKATER 4

Cheat Codes

Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu. i'm y ello w—Always Special

belikeeric-Perfect Rail freewheelie-Perfect Manual n o o n \$ h o t-Moon Gravity f b i a g e n t—Matrix Mode

TUROK: EVOLUTION

Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat." Next, enter any of the codes below. In order to access the level select feature after you have unlocked it, you must load a previously-saved game from the main menu.

S E L L O U T—Unlock level select E M E R P U S—Unlock invincibility S L L E W G H—Unlock invisibility T E X A S-Unlock all weapons M A D M A N—Unlock unlimited ammo H E I D—Unlock big heads Z O O—Play Zoo mode

TY THE TASMANIAN TIGER

Enter any of the following codes at any time during gameplay. You'll hear a special guitar sound effect to confirm each time you enter a correct code

White, Black, White, Black, Y, Y, B, X, X, B, R, R-All items are marked with vertical lines White, Black, White, Black, Y, Y, Y, X, Y, X-Obtain Kaboomarang, Doomarang, Megarang, Zoomerang, Infrarang, Multirang

White, Black, White, Black, Y. Y. X. X. Y. X-Obtain Frostyrang, Flamerang, Zappyrang and Aquarang





At the title screen, press L1, R1, A, O, X, You'll hear a laughing sound effect after entering it correctly. Now you can choose the Aston Martin Vantage in Two-Player mode. You must input this sequence very quickly for the game to recognize it.

3XTREME

Cheat Codes

At the main menu, highlight "memory card" and press Right or Left to access the option. Now you can enter any of the following codes to access special features:

t r i x x y—Unlock all courses in Freestyle mode

v o u y e u r-Unlock all courses in Exhibition mode

a s t r o m e n—Unlock three alien characters whiteline-Unlock white car r e d l i n e---Unlock red car blueline---Unlock blue car l u g n u t-Unlock Lug Nut d o m i n i a u e-Unlock Dominique t p-Unlock TP

ADIDAS POWER SOCCER

Dream Team

At the player-select screen—the one that shows the formations at the top, just before the match starts—press $L2 + R2 + \Box + \times$ simultaneously; do this several times until the name of your team changes to "Dream Team!" Now you have a fast, super-powered

ADIDAS POWER SOCCER 98

Cheat Screen

At the title screen—the one that says "Press Start button to Quick Start a match," etc., press L1 + L2 + R1 + R2. The "Cheat Screen" will appear. Now you can enter any of the fol-lowing codes for different effects:

 \bullet Unlock hidden teams—X, \triangle , X, \square , \bigcirc , \square , X,

• Unlock "The Difference" stadium—□, ○, □,

 \triangle , \triangle , \bigcirc , \times , \times • Big heads— \square , \bigcirc , \bigcirc , \times , \triangle , \times , \square , \bigcirc

• See the credits—O, \Box , \triangle , \bigcirc , \times , \triangle , \triangle = • Always win—X, \triangle , \triangle , \bigcirc , \times , \Box , \bigcirc , \triangle (with this code in place, press START during a match to pause; you'll find a new option called "Win Match" at the pause menu)

ALEXI LALAS INTERNATIONAL SOCCER

Unlock Secret Teams

From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. You'll hear a special sound effect after entering a correct code. When you unlock the first secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear within the Secret category.

Brazil 1970-R1, R1, R1, Right, Right Die Mannschaft-R2, R2, R2, Right, Right England 1966-L1, L1, L1, Right, Right All Time-L2, L2, L2, Right, Right Aus Asia Stars—R1, Up, Up, Right, Right Africa Stars—R2, Up, Up, Right, Right Oranje—L1, Up, Up, Right, Right Azzuri—L2, Up, Up, Right, Right

ALIEN: RESURRECTION

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Op-

Unlock "Cheat Menu" menu item-O, Left, Right, O, Up, R2

Unlock "Research" menu item-----, Up, Down, O. Left. R1

ARC THE LAD COLLECTION

Load the "Making of Arc the Lad" disc, then-when the main menu appears-press \bigcirc , \bigcirc , \times , \square , \square , \triangle , \bigcirc , \times , \square , **START**. A hidden checkers game called "Arc the Lad Slime Time!" will appear.

AUTO DESTRUCT

Cheat Menu

64

At the main menu, press Up, Down, Left, Right, Down, Right, L1, R1, R1. Begin a new game and press the START button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should be entered while in the cheat menu; each option will appear upon successfully entering

the corresponding code: Extra Nitros—L1, ○, Down, L1, Up, □, ○, R1 Extra Money—L1, R1, Up, O. Down, D. Right,

R1, L1 Add One Minute to Time-Down, L1, L1, O.

O, R1, Up, □, L1 Invincibility—L1, L1, L1, L1, Left, O, O, □, L1

Infinite Fuel-L1, O, Left, L1, O, R1, L1, Up, R1, Down

Car Tune-Up Menu—L1, R1, L1, Up, Down, ○, Down, Right, Left, □, R1 Blood Mode-L1, Down, R1, Left, L1, Right,

Angel Mode (causes angels to rise from dead

pedestrians if Blood Mode is also enabled)-Up, R1, Down, L1, Up, Left, R1, Right, L1 Mission Select-Up, Down, O, L1, R1, L1, O, Down, Up

Next Mission (jump to next mission from the cheat menu)-Q, O, R1, L1, O, Down, L1, Up All Time Trials Available-R1, L1, O, Left, O, O. Left. L1. O

After you've entered the Car Tune-Up Menu code shown above, enter this new menu and press Left, R1, Right, R1, Left, R1, Right, R1. A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance

BALLBLAZER CHAMPIONS

Special Passwords

Choose "Load/Save" from the Options menu. then select "Enter Passcode" and input one of the following passwords:

· Shrink the Rotofoil

XXXXXX

 $\times \times \triangle \triangle \times \times$

TXXXXT

Upside-down playfield

 $\square \times \times \times \times \square$

 $\times \times \triangle \triangle \times \times$

××××××

XOXXOX

• Must score in your own goal to win

 $\times \times \times \times \square \times$ OXXOXE

 $\times \triangle \times \times \times \Box$

 $\times \times \triangle \times \times \Box$

 $\times \times \times \times \Box \times$

Play as the Master Blazer, Xarta

XOOOXE

ΟΔΧΔΟΠ OXAXOL

XOOOXE

· Play "Classic Ballblazer"

XXDDXX

BLADE

Unlock Secret Cheats

Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press START to pause and select "Cheat Menu" from the pause screen. From here you'll be able to toggle on and off all the cheats that you've unlocked.

Unlock Infinite Weapons—Down, Right, Up, Left, L2, L1, R2, R1

Unlock Infinite Health-Left, Left, Right, L2. L1. R2. R1 Unlock All Items-Right, Left, Up, Down, L2,

L2. R2. R2

BLAST RADIUS

Secret Levels

At the main menu, press L1, Left, L2, Down, SELECT, Left, Down, R2, R2, R2, SELECT, Up. You will hear a sound if done correctly. Enter the game and you will immediately have access to four secret levels. Note that this code cannot be used at the same time as any of the following three codes.

Powered Up Ships and Sector 5

At the main menu press Right, L1, Up, Up, Down, Right, R2, L2, R2, Down, Up, Down. Se lect any ship, start the game, then quit out of the game. Now all ships will be powered up and Sector 5 will be available (if you have not already entered the Secret Levels code; see note above).

Wraith Ship and Sector 8

At the main menu press Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up. This code may not work if you have already entered the Secret Levels code (see note above).

BOMBERMAN WORLD

Secret Passwords
Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special fea-

3 6 3 6-Unlocks two extra stages in Battle

1 6 2 2-With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold R1 + L2 on Controller 2 and rapidly tap the SELECT button (also on Controller 2) 20 times; you'l hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter

BUBBLE BOBBLE ALSO FEATURING RAINBOW ISLANDS

Debug Mode

Choose "Bubble Bobble" from the main menu, then-as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press Down, Up, Down, Up, Right, Down, Left, Down, Up, Down. If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the R1 but ton; press L1 to go back through the levels. Press R2 during the game to access a debug menu that allows you to choose a starting stage or add lives for both players (press R1 to return to the game.)

Secret Stages As above, choose "Bubble Bobble" from the main menu, then-as soon as the main title screen appears with the Taito copyright at the bottom of the screen-press Right, Left, Up, Down, Up, Down, Up. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50

BUGS BUNNY: LOST IN TIME

Unlock All Stages
At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold L2 + R1 and press X, \(\Boxed{\omega}\), R2, L1, \(\O, \times\), \(\Boxed{\omega}\), \(\Boxed{\omega}\), You'll then be able to enter any stage.

BUST-A-MOVE 2: ARCADE EDITION

Another World

At the title screen-while the words "Press Start" are flashing-press R1, Up, L2, Down. You'll see a little green guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

BUST-A-MOVE 4

Each of the following codes should be en-tered quickly at the title screen, while the words "PUSH START BUTTON" are flashing You'll hear a sound to confirm each one:

ullet Access All Characters—Right, Right, \triangle , Left, Left

This code unlocks all of the hidden characters-Monsta, Woolen, Maita, Packy, Dreg and Madam Luna-if you haven't already earned them

 Tarot Reading—Up, △, Down, △, Up This code adds a new option called "Tarot Reading" to the Option menu.

• "Ura" Puzzle Mode—△, Left, Right, Left, △ This code gives you a completely different collection of puzzles in the game's "Puzzle"

mode.
• "Talk Demo" Mode—

Up, Left, Down, Right, Up, □, Down, Left, Up, Right, Down, Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

BUST-A-MOVE '99

At the title screen, quickly press O, Left, Right, O. A small green character will appear on the lower right corner of the screen when the code is successfully input. Now start the game in "Puzzle Game" mode to play in a world that's different from the normal "Puzzle Game" setting.

BUSTER BROS. COLLECTION

Buster Buddies Bonus Stages Choose B. Buddies and select "Game Start." When the title screen appears, choose the number of players, then quickly hold \times on Controller 2 before the "Select Game" menu appears. When it does, highlight "Normal" and press \times on Controller 1. After choosing your character(s), you'll access a top secret se ries of bonus stages

C: THE CONTRA ADVENTURE

Each of the following codes can be entered at

Stage select—Left, Up, Right,

.

Infinite lives—Up, Right, □, △, Right, Left,

 Infinite Super Bombs—

 Right, Down. Down, Left, □, △

 Super Machine Gun—Right, Right, □, △, Right, Left, Down, Down Movie Player—△, △, Down, □, Up, Up, Left,

C-12 FINAL RESISTANCE

Cheat Codes

At any time during the game, press the START button to pause, then enter any of the fol-

Invincibility—Hold L2 and press Up, Left, Down, Right, \triangle , \square , \times ,

All weapons-Hold L2 and press Up. Left.

Right, Down, \triangle , \square , \bigcirc , \times Unlock all weapons' secondary attacks—Hold L2 and press Up, Down, Left, Right, △, ×, □,

Infinite ammo—Hold L2 and press Down,

Collect shield—Hold L2 and press Up, Left, Right, \triangle , \square , \bigcirc

Stealth mode—Hold L2 and press \times , \times , \square , \square , Δ, Δ, Ο, Ο, X, X

CASTLEVANIA CHRONICLES

Extra Option
At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, O, X. If you entered the code correctly, the "Extra Option" screen will appear automatically.

Sound Module Setting

At the main menu, move the cursor to either "Original Mode" or "Arrange Mode." Next, hold L1 + R2 and press X. Now you can choose from three additional soundtrack variations before the game begins.

Unlock All Stages Choose "Adventure" from the main menu. When the stage select screen appears, press R1, R1, R2, R1; now you can choose any stage. Extra Lives

Start a game in Adventure mode, then press START to pause. At the pause screen, press L1. L1, L2, L1; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CIRCUIT BREAKERS

Unlock All Tracks At any point in the middle of a race, press START to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press L1 + L2 simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.

Backwards Tracks At the track selection screen, press L2 + R2 + × + **Down** simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards.

CODENAME: TENKA

Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L1, then press \triangle , R1, \triangle , \square , R1, \bigcirc , \square , \square . Release L1 and a new option called "All Weapons" will appear on the pause menu; choose it and you will be equipped with maximum firepower. Stage Select

Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L2, then press \bigcirc , \bigcirc , \square , \triangle , R1, \square , \triangle , \bigcirc . Release L2 and a new option

called "Level Warp" will appear on the pause menu; choose it and you will be able to warp to any stage.

COLONY WARS

Choose "Options" from the main menu, then select "Password" and enter any of the following codes exactly as they appear: Hestas*Retort—Infinite energy Commander*Jeffer—Access all levels ranguillex—Super-cooled weapons M e m o * X 3 3 R T Y-Infinite secondary weapons

COLONY WARS: VENGEANCE

Cheat Passwords Access the "Password" option and enter any of the following passcodes: D e m o n—Access a stage-select option V a m p i r e—Infinite energy A v a l a n c h e-Infinite Afterburner Chimera—Infinite Secondary weapons H v d r a-99 upgrade credits Dark * Angel—Super-cooled weapons Tornado—Access all weapons
Thunderchild—Access all fighters Blizzard-Activate all of the above cheats Stormlord-Turn all active cheats off

COLONY WARS III: RED SUN

Secret Passwords

From the main menu, select "Logon," At the Logon menu, press R2, R2, L2, L2, R1, R1, SE-LECT, SELECT. After entering the code correctly, a new item called "Cheat" will appear in this menu. Within this screen you can enter any of the following passwords. After entering a correct password you must select "Accept Password." Note: The "_" character represents a space.

Quickie-Enable "Complete Mission" and 'Fail Mission" items in pause menu M o v e _ H o u s e—Enable "Hub Selection"

item in the Logon menu R O C K W R O K—Weapons never overheat

A w r a t e—Invincibility S I y _ n _ D e v i o u s—Infinite ammo for sec-

ondary weapons
Jalferezi—Infinite afterburne

Armoury—All parts available for purchase Greyam_Beard—All ships available for purchase

Break_and_Enter—All parts and ships

Big_Daddy—Own all parts

CONTRA: LEGACY OF WAR

Cheat Codes

Each of the following codes works at the main meny with the title screen in the back-

Infinite Continues-L2, R2, L1, R1, Left, Right, Right, Left (Your continues will still count down, but when you get past zero they'll go into negative numbers)

All Weapons—L2, R2, L1, R1, Up, Down, Down, Up (During the game, hold the Lie Down button and press the Weapon Select button to change weapons)

Stage Select—L2, R1, L1, R2, Left, Right, O, □, R2. L2

Sound Test—R2, R1, L1, L2, Up, Right, Down, Left (Press Up or Down to change the sound number and press START to hear it)

Movie Test-L2, L1, R1, R2, Up, Left, Down, **Right** (Press **Up** or **Down** to change the movie and press **START** to watch it)

Hidden "Gyruss" Game-L2, L1, Left, Right, R1. R2

Hidden "Pac-Tank" Game—R2, R1, Right, Left, L1, L2

COURIER CRISIS

Secret Characters

Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password
"SAVAGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.

CRASH BANDICOOT

Enter the following special password to gain access to any stage with all gems and keys collected:

ΔΔΔΔΧΠΔΔ ΔΔΟΧΔΟΔΔ ΔΟΠΔΧΧΧΧ

CRASH BANDICOOT 2 **CORTEX STRIKES BACK**

10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives. Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the \bigcirc or **R1** button to lift his legs up and allow the spiked guys to pass below him: take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second se-

Bring Back Bosses

If you've already defeated a boss but you want to fight him again just for fun, hold the \triangle button when using the platform to move between the different floors of the warp

CRASH BANDICOOT: WARPED

Secret Stages

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the di nosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus

CRASH TEAM RACING

Secret Codes

Enter any of the following codes at the main menu. These codes only affect game modes other than "Adventure."

Unlock Penta Penguin-Hold I1 + R1 and press Down, Right, \triangle , Down, Left, \triangle , Up Unlock Ripper Roo—Hold L1 + R1 and press Right, O, O, Down, Up, Down, Right Unlock Dr. N. Tropy--Hold L1 + R1 and press

Down, Left, Right, Up. Down, Right, Right Unlock Papu Papu—Hold L1 + R1 and press Left, △, Right, Down, Right, ○, Left, Left, Down

Unlock Komodo Joe—Hold L1 + R1 and press Down, ○, Left, Left, △, Right, Down Unlock Pinstripe—Hold L1 + R1 and press Left, Right, \triangle , Down, Right, Down

Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold L1 + R1 and press Right, Right, Left, \triangle , Right, Down,

Super Turbo Pads—Hold L1 + R1 and press \triangle , Right, Right, O, Left

Infinite Bombs—Hold L1 + R1 and press \triangle , Right, Down, Right, Up, △, Left Infinite Wumpa Fruit-Hold L1 + R1 and press Down, Right, Right, Down, Down

Infinite Masks-Hold L1 + R1 and press Left. △, Right, Left, ○, Right, Down, Down

Invisibility-Hold L1 + R1 and press Up, Up, Down, Right, Right, Up crapbook—Hold L1 + R1 and press

Up, Up, Down, Right, Right, Left, Right, A.

CRITICAL DEPTH

Cheat Codes
These codes should be entered quickly during

Invincibility-L1, R1, L1, R1, Up, Down, Left,

Mines-Hold R2 and press Right, Left, Down Quad Damage-R1, R2, R1, R2, Up, Down, Up, Drop Pods-L1, R1, L1, R1, Up, Down, Left, Up

Surface Mine-Hold R2 and press Right, Left, Down Stun Blast-Hold R2 and press Right, Left, Up Infinite Weapons-L1, R1, L1, R1, Up, Down

CROC: LEGEND OF THE GOBBOS

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected: LLLLDRRLLDRDLUF

CROC 2

Cheat Menu

At the title screen, hold L1 and press △, Left, Left, Right, □, Up, Up, Left, ○. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing L2 + R2 simultaneously Infinite Crystals

At the title screen, hold L1 and press . . . O. Down, Left, Right, Left, Right. You'll hear a sound effect to confirm the code. With this code in place, hold R2 at any time during the game and press

to add 100 crystals to your total, up to 9,999.

CYBER TIGER

To reach the Passcode screen, press O at the 'Courses" screen.

H A R E S O—Unlock Cyber Badlands N A M O P I—Unlock Cyber Canyons S E C A R E-Unlock Cyber Sawgrass P O R A S O—Unlock Cyber Summerlin POOAKI-Unlock all courses

DARKSTALKERS 3

Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle. Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, will always fight as the same character that

your opponent chooses Play as Night Warriors Talbain

At the character-select screen, highlight Tal-bain, hold the SELECT button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the SELECT button and press any

DAVE MIRRA FREESTYLE BMX

Unlock Slim Jim

At the main menu, select "PROQUEST." Next, at the "Select Rider" screen, press Down, Down, Left, Right, Up, Up, O. You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra.

Unlock All Bikes

At the main menu, select "PROQUEST," then select any rider at the following screen. Next, when the bike selection screen appears, press Up, Left, Up, Down, Up, Right, Left, Right, O. You'll hear a special sound effect after entering the code correctly.

Unlock All Styles and all Levels

At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens. Next, when the style selection screen appears, press Left, Up, Right, Down, Left, Down, Right, Up. Left, O. In order to unlock all levels, you must input this same code when the level selection screen appears. In both cases, you'll hear a special sound effect after entering the code correctly.

DEMOLITION RACER

Cheat Code

At the main menu, press X, X, \square , \square , \triangle , \triangle , \bigcirc , O. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

DESCENT

Cheat Codes

Each of the following codes can be enteres at any time during gameplay—not while the game is paused. Some of the codes can be deactvated by entering the same code again Turbo Mode—Press \square , \triangle , \bigcirc , \square , \bigcirc , \times , \square , \times , \bigcirc

Shield Recharge—Press \triangle , \triangle , \times , \square , \triangle , \bigcirc , \triangle , $X, \square, X, \triangle, X$

Bright Display—Press \square , \triangle , \bigcirc , \square , \square , \times , \bigcirc , \triangle ,

Invincibility—Press \Box , \triangle , \bigcirc , \Box , \Box , \triangle , \bigcirc , \bigcirc , \Box

Access All Keys—Press \Box , \times , \bigcirc , \triangle , \times , \triangle , \wedge , \times , $\wedge \times \wedge \times$

Access All Weapons—Press \triangle , \square , \bigcirc , \times , \triangle , \square . XATXO

Stage Select/Extra Difficulty Levels

Enter the following code during gameplay (not while paused): \triangle , \square , \square , \triangle , \bigcirc , \bigcirc , \square , \square The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game" then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the se-

DESCENT MAXIMUM

Cheat Codes

Enter the following codes during gameplay (not while paused):

All Weapons, Energy and Shields— \square , \triangle , \bigcirc , \square , Δ, □, ×, □, Ο, Δ, □, ×

Cloak— \times , \triangle , \bigcirc , \square , \bigcirc , \triangle , \square , \times , \triangle , \times , \triangle , \bigcirc Full Shields— \triangle , \times , \bigcirc , \square , \square , \times , \bigcirc , \triangle , \square , \times , \bigcirc ,

Go Wingnut— \triangle , \square , \bigcirc , \triangle , \times , \square , \triangle , \bigcirc , \square , \triangle ,

Turbo— \triangle , \Box , \bigcirc , \times , \Box , \times , \bigcirc , \Box , \triangle , \bigcirc , \times , \times Extra Life— \triangle , \times , \square , \bigcirc , \triangle , \times , \square , \times , \bigcirc , \times , \triangle ,

Robots Move Fast, but Fire Slow— \triangle , \times , \square , \square , \triangle , \bigcirc , \square , \times , \bigcirc , \square , \triangle , \bigcirc Colors— \triangle , \times , \bigcirc , \triangle , \square , \bigcirc , \times , \triangle , \times , \triangle , \bigcirc , \times

More Colors— \square , \triangle , \bigcirc , \square , \triangle , \square , \times , \triangle , \times , \triangle , All Keys and Open All Levels— \triangle , \square , \bigcirc , \times , \triangle ,

 \square , \triangle , \times , \triangle , \square , \times , \bigcirc All Accessories— \square , \triangle , \bigcirc , \times , \times , \triangle , \square , \times , \bigcirc , \square ,

DEXTER'S LABORATORY: MANDARK'S LAB?

At the main menu screen, hold L1 + L2 + R1 + R2 and enter any of the following codes; you'll hear Mandark say, "Dexter, you must be cheating!" each time you enter a code cor-

Down, O. O. A. O. Right-Infinite tries in mini-games

 \square , \bigcirc , \bigcirc , \bigcup p, \triangle , \bigcirc —Unlock level-select option at the main menu (press Left or Right to

change the starting level)

O, Left, O, Up, Down, □—Unlock all minies and difficulty levels in Challenge mode O, O, Left, O, Up, Right—Unlock all Vault

Left, ○, ○, Up, □, △—Have all blueprint enhancements in mini-games (Challenge mode

Down, A. Down, A. Down, A-Unlock "whack-a-mole" game at the Vault screen

DIE HARD TRILOGY 2: VIVA LAS VEGAS

3rd Person Mode Cheats

At any time during gameplay in one of the "third person" levels, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after ntering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.

Skeleton mode— \bigcirc , \square , \triangle , \triangle , \square , \bigcirc Pop top mode— \square , \square , \bigcirc , \bigcirc , \bigcirc , R1, R1 Big head mode—R1, R1, L1, L1, \triangle , \triangle Electric mode— \square , \square , L1, L1, R1, R1 Invincibility— \triangle , \triangle , \bigcirc , \bigcirc , L1, L2 All weapons—L1, L1, R1, R1, O, O Infinite ammo—□, □, O, O, L1, L1 Disable laser sight—L1, L1, \triangle , \triangle , L1, L1 Slow rockets—L1, R1, R1, L1, △, □ First Person View— \bigcirc , \bigcirc , \triangle , \triangle , \square Gun Mode Cheats

At any time during gameplay in a Gun level, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time

Invincibility— \triangle , \triangle , \bigcirc , \bigcirc , L1, L2 All weapons—L1, L1, R1, R1, \bigcirc , \bigcirc Infinite ammo— \Box , \Box , \bigcirc , \bigcirc , \bigcirc , L1, L1 Auto reload— \Box , \Box , \triangle , \triangle , \bigcirc , \bigcirc





Slow motion—A. L1. A. L1. A. L1 Slow rockets—L1, R1, R1, L1, \triangle , Driving Mode Cheats

At any time during gameplay in a Driving level, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place im mediately. You may enter any code a second time to disable it.

Invincibility— \triangle , \triangle , \bigcirc , \bigcirc , L1, L2 Infinite Nitro—L1, L1, R1, R1, Infinite time—L1, R1, \square , R1, L1 Rain mode— \square , \square , L1, L1, \triangle , \bigcirc Invisible car body-L1, R1, R1, L1, L1, R1 Debug Menu

At the main menu, press L1, L1, O, O, \square , \square . The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

DOOM

Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On— \triangle , \triangle , L2, R2, L2, R2, R1, \square Map All Things On— \triangle , \triangle , L2, R2, L2, R2, R1, \bigcirc Lots of Goodies!— \times , \triangle , L1, Up, Down, R2, Left Left

All Powerful Mode On (Invincibility)—Down, L2, □, R1, Right, L1, Left, ○ X-Ray Vision—L1, R2, L2, R1, Right, △, ×,

Right

Level Warp—Right, Left, R2, R1, △, L1, ○, × (press Left or Right to change the stage.)

Cheat Codes

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.

Credits (Watch the ending credits)—L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1

• Invincibility—L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1

Immunity (Police never chase you)—L1, L2,
 R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2

 Rear Wheel (Car has rear wheel drive)—R1,
 R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1 • Minis (Cars appear much smaller)-R1, R2,

R1. R2. L1. L2. R1. R2. L1. R1. L2. L2. L2.

· Stilts (Extremely long suspension)-R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1

· Antipodean (Screen appears upsidedown)-R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2. R2. L1

DUNE 2000

Reveal Entire Map

During gameplay, move the cursor to your team icons and press \times at each icon in this order: \square , \bigcirc , \times , \triangle , \square . If you enter the code correctly, the words "CHEATER!" will appear

DYNASTY WARRIORS

Secret Character: Sun Shang Xiang
At the main menu—the one that says "1P Bat-

tle, Versus," etc.—press Left, Left, Up, Down, △, □, L1, R1; you'll hear a sound to confirm the code. Now start the game; you'll find Sun Shang Xiang when the cursor moves off the edge of the screen at the character-select menu. Note: To choose this character in the "Versus," "Team Battle" or any other game mode with the "shortcut" character-select screen, just press any L or R button when the character select screen appears and Sun Shang Xiang will appear on the row of faces.

FAGIE ONE HARRIER ATTACK

Secret Codes

From the main menu, select "Options," then enter any of the following codes: Unlock all missions—R1, L1, R2, L2, START Infinite ammo—R1, L1, R2, L2, R1 God mode—R1, L1, R2, L2, L1

FANTASTIC FOUR

Cheat Mode

At the Options menu, press Down until the "Training" option is highlighted. Next, press L1 + L2 + R1 + R2 at the exact same instant. If you do this correctly, several new options will appear, including invincibility, free play, "Big Boy" (which allows you to change the characters' size) and a level skip option. With the level skip turned on, start the game, then press L1 + L2 + R1 + R2 during gameplay to access a stage-select menu. Press Up or Down and use the \triangle and \times buttons to choose a stage, then press START to warp there.

FFAR FFFECT

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.

Expert Mode— Down, Down, Down, A. Down, Down, Down, □, Left, Right Instant Puzzle Solutions—L1, \triangle , Up, Down, \bigcirc , Down, Down, Down, Up

Infinite Health—L1, \triangle , Up, Down, O. O. \triangle . \square .

Max. Ammo—L1, \triangle , Up, Down, \bigcirc , \bigcirc , \triangle , \square , Left A

FEAR EFFECT 2: RETRO HELIX

Secret Codes

At the title screen-while the words "Press At the title screen—while the words "Press START Button" are flashing—enter one of the following codes to unlock the "Art Gallery" item from within the "Extras" item under the "Options" menu. There is a different art gallery on each disc, and you must enter only the code that corresponds to the disc you're playing on. The screen will flash a solid color after entering a correct code.

Disc 1—Left, Right, Up, Down, Down, ○
Disc 2—Up, Up, R1, R1, R1, □ Disc 3-L1, R2, L1, R2, L1, -

FELONY 11-79

Access All Cars & Tracks

At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the folowing code quickly on Controller 2: Tap L2 + R1 + R2, then tap R2, then L2, then R1 + \triangle ; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

Stage Select

During gameplay, press START to pause, then press Right, \Box , \triangle , \Box , \triangle , R1, L1, R1, L1, \bigcirc . When you return to the "Select Level" screen, all of the stages will be unlocked. Infinite Lives

During gameplay, press **START** to pause, then press **Right**, \square , \triangle , \square , \triangle , \times .

FUTURE COP: L.A.P.D.

D I S Y F I S L F Y—All Crime War and Precinct Assault missions completed DITIFISLE L-All Crime War and Precinct

Assault missions locked complete DYPYFASRHR—All Crime War and Precinct Assault missions completed, plus all

secret weapons S I F R G Y B E R R—Invincibility SYMRGORRRI—All secret weapons

D Y S I F A S R H Y—All Crime War and Precinct Assault missions locked complete, plus all secret weapons

DYTIFASUHL—All Crime War and Precinct Assault missions locked complete, plus all secret weapons and invincibility Cheat Codes

While in the game, press START and enter the map screen. Press **SELECT** to access the options menu, highlight the "Volume Sound FX" option and enter any of the following codes. You must select "Quit" after you enter these codes; the game will not quit if the codes are

entered correctly:
Reload Shield—□, SELECT, ○, × Complete current mission—□, O, □, O, X, SE-LECT, X, SELECT

Reload Weapon 0-, O, SELECT, X, SELECT,

Reload Weapon 1—O, X, SELECT, □, O, X, SE-LECT

Reload Weapon 2—□, SELECT, □, O, □, SE-LECT, X

Power-up Weapon 0-0, O, O, X, X, X, O, SE-

Power-up Weapon 1—□, □, □, ○, X, ○, X Power-up Weapon 2—□, ○, □, SELECT, X, □ Add 200 points to the player—O, \square , O, X, SE-LECT. . X

Invincibility-O, O, SELECT, SELECT, O, SE-LECT, X, Super Jump—O, O, O, O, \square , \times , SELECT, \square , \times ,

Maximum Shield—X, X, SELECT, O, O, SELECT, □, □, SELECT

GEKIDO: URBAN FIGHTERS

Cheats

To enter these codes, you must first get a high score (with the default high scores, your score

must be over 1.000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work.

Unlock Deformed mode—D E F O R M A N I A
Unlock Skeleton mode—B O N E C R A C K

GHOST IN THE SHELL

Stage Select

At the main menu, press R2, R1, \square , \square , Up, Down, \square , \square , R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO

Cheat Codes
Press □ at the character-select screen to change a character's name to one of the fol-lowing cheat names; when the game starts,

you'll get the following effects:
• Enter the name "W E Y H E Y" to start with 9.999.990 points

• Enter "B L O W M E" to have your character's map coordinates displayed on the screen while you play.
• Enter "E A T T H I S" to max out your

"Wanted" level.
• Enter "T H E S H I T" to unlock all missions

and start with 99 lives, all weapons, infinite ammo and all items.

GRAND THEFT AUTO: LONDON 1969

Start a new game. At the character-select screen, press o to change your character's name to any of the following words. The effects of these codes are cumulative, so you can enter one code, then exit the game and enter another to combine effects. GRASS-No police

O L D B I L L-Maximum filthometer S | D E B U R N—Bonus multiplier starts at x5 B | G B E N—Start with 9,999,990 points M C V I C A R-Start with 99 lives R A Z Z L E—Stage select

HAROLDHAND-Activates all of the above, plus all weapons with infinite ammo and all items

GRAND THEFT AUTO 2

Secret Codes
From the main menu, select "Play," then press X again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code Start with \$1,000,000-B L G S C O R F All weapons and 99 ammo—N A V A R O N E Start with x5 Multiplier—HIGHFIVE No Police—L O S E F E D S Display Coordinates-W U G G L E S Area Select—ITSALLUP Start with unlimited health-LIVELONG Maximum Wanted Level—D E S I R E S

GRID RUNNER

"All Flags" Mode

Choose "Start Game" from the main menu, then choose "Restore Game" and access the "Enter Password" screen. Enter the password $\lor \triangle \rightarrow \times \rightarrow \uparrow \rightarrow \bigcirc \times \checkmark$ and press **START** to return. Now start the game and you'll find that you have to capture all of the flags on each level instead of the usual designated number.

"Free-For-All" Mode

Access the "Enter Password" screen as described above, enter the password $\uparrow \triangle \times \rightarrow \uparrow \triangle \bigcirc \downarrow \rightarrow \downarrow$ and press **START** to return. Now start the game and you'll find that neither player is "it" and you can both capture flags at any time.

Grid Racer Mode Access the "Enter Password" screen as de-

scribed above, enter the password $X \land \rightarrow \square$ $\rightarrow \uparrow \downarrow \triangle \rightarrow \downarrow$ and press START to return. Now choose "Two Player Start" from the current menu. At the two-player world select screen, you'll find three new worlds called "Grid Racer—Round 1" through "Round 3". Choose one of these worlds and you'll be playing as race cars; cross the finish line on each lap to capture a flag.

GRIND SESSION

Unlock All Tricks

At any time during gameplay, press START to pause, then press Down, Left, Up, Right, Down, Left, Up. Right, If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

GURRIF

At the title screen—while the words "Press Start Button" are flashing—press △, Up, □, Right, X. Down, O. Left: you'll hear Gubble make a noise to confirm the code. Now start a game. When the map screen appears, press R2 to remove all the obstacles, allowing you to access any stage. During gameplay, press R1 to instantly clear the current stage.

GUNFIGHTER: THE LEGEND OF IESSE JAMES

Note: You must have an analog or Dual Shock controller to enter this code. At the main menu, press the L3 button (push the left analog stick into the controller) and continue to hold it down. After three seconds, a small box will drop from the top of the screen. While continuing to hold L3, press \triangle , \times , \square , \bigcirc , \bigcirc A, X; a message will appear to confirm the code. Now start a game in any mode, press START to pause and select "Options" from the pause menu. You'll find a new option called "Developer Cheats" which allows you to turn on various cheats and unlock all of the levels.

GUNSHIP

Invincibility

Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press L1 + L2 + R2 + R2 buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

HOOTERS ROAD TRIP

Cheat Codes Choose "Map" from the main menu. When the map appears, enter either of the following codes. You'll hear a car horn to confirm each time you enter a code correctly

Up, Down, Left, Right, R1, L2, L1, R2-Unlock

R2, L1, R1, L2, Left, Up, Down, Right-Unlock

HOT SHOTS GOLF 2

Unlock Everything From the main menu, select "New Game." Then, at the following screen, enter "2GSH" as your name. You'll find all of the courses and characters unlocked!

IN THE HUNT

Stage Select

At the title screen menu, highlight "Start", hold the D-pad in the **Up/Left** position, hold **SELECT** and press the O button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout

Infinite Continues

When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the \triangle and **SELECT** buttons and press **START**. You'll get five additional continues. Repeat this code whenever you run out of credits.

INTELLIGENT OUBE

Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold L1 + R1 and press X. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

INVASION FROM BEYOND

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo): L1, R1, L2, R2, \triangle , \times , \bigcirc , \Box , \Box , \bigcirc , \times , \triangle

All Ships & Weapons
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):

L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up

IRRITATING STICK

Extra Lives

To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press Right on the D-pad four times. Highlight "Tournament" and press Right on the D-pad once. Highlight "Course Edit" and press Left on the D-pad twice. Highlight "Option" and press Left on the D-pad six times. Now high light "1P Play" and press X. You'll hear the crowd cheer to confirm the code.

THE ITALIAN JOB

Secret Codes

Enter any of the following codes at the main menu screen. Each time vou enter a code correctly, you'll hear a crowd cheer and the screen will dim momentarily.

Unlock all Italian Job missions—O, O, △, □, □ Unlock all Destructor missions— \triangle , \square , \triangle , \Box , \Box , Δ , \Diamond , \Diamond , \Diamond

Unlock all Checkpoint missions— \bigcirc , \square , \triangle , \square ,

Unlock all Challenge missions— \square , \square , \triangle , \bigcirc , \bigcirc ,

Unlock vehicles and Turin stage in Free Ride-Ο, Ο, Ο, Δ, Ο

Unlock all missions— \triangle , \triangle , \bigcirc , \triangle , \bigcirc , \triangle , \bigcirc , \triangle ,

JACKIE CHAN STUNTMASTER

Unlock All Levels

At the main title screen—while the words "PRESS START button" are flashing—press L2, , \triangle , \bigcirc , \times , R2, R2; you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple. All Dragons Collected

At the main title screen—while the words "PRESS START button" are flashing—press L1, R2, L2, R2, \square , \times , \times ; you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his Drunken Master costume.

Secret Video

At the main title screen—while the words PRESS START button" are flashing—press
Left, Right, R1, O, □, △, △; the words "Bonus
Movie PRESS X" will appear. Press × to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

JET MOTO

Cheat Codes

Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press START. At the title screen, press \bigcirc , \bigcirc , \bigcirc , \bigcirc , \triangle , \triangle , \bigcirc , \triangle . You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects:

2 Player vs. CPU— O, □, R2, O, △, L2, Right, Up

Double Stunt Points—Right, Up, O, L2, \triangle , O, R1. R2

Unlimited Turbos—△. O. Right, R2, Up. □. Up.

Rocket Racer—△, Up, Up, L2, L2, Up, Up, Up Multiple Camera Angles—△, Down, □, △, L1, L1. R1. R1

No Resistance —□, L1, △, Right, L1, Down, R2, △ Super Ability-Down, O, Left, L1, Left, Right, Left, Right

Air Brakes—R1, R2, Right, L2, Up, \bigcirc , Up, \bigcirc lce Racing—Up, R2, R1, Right, L1, □, Right, Right

Access All Tracks

At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press START; when the yellow highlight appears on the menu at the bottom of the title screen, press Up, Right, Down, Left, Up, Right, Down, Left. Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press START again; when the main menu reappears, press Up. Left. Down. Right, Up, Left, Down, Right. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes; there's also a fourth difficulty setting called "Master" at the Options menu.

JET MOTO 2

Access All Tracks

Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the START button or by highlighting "EXIT" and pressing the X button; if you exit the options screen by pressing the \triangle button, your changes will not be retained and the codes won't work.

To access all of the tracks—including the alternate tracks—follow these steps:

1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5"

2) Choose "1 Player" at the main menu; highlight Li'l Dave, press X, then press △ until you get back to the main menu.

3) At the main menu, quickly press Up, Down, Left, Right, R2, R1, L2, L1; you won't get any confirmation of this code.

4) Return to the Options menu and set the Laps Per Race to "3".
5) Choose "1 Player" at the main menu; high-

light Wild Ride, press \times , then press \triangle until you get back to the main menu.

6) At the main menu, quickly press Up, Left, Down, Right, □, R2, ○, L2; you will hear a signal to confirm this code. 7) At the Options menu, set the Difficulty to

'Amateur" and the Turbo to "Off". 8) Choose "1 Player" at the main menu; high-

light Bomber, press X, then press △ until you get back to the main menu. 9) At the main menu, quickly press Up. Down

Left, Right, Up, Down, Left, Right; you won't get any confirmation of this code.

10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On"

11) At the main menu, quickly press R2, R1, L1, L2, R2, R1, L1, L2; you will hear a signal to confirm this code. Now you can access all of the tracks.

Secret Character/Extra Difficulty Setting

At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press Left, \square , Down, \triangle , Right, \bigcirc , L1, R1. Now Enigma is available at the character-select screen; there's also a new difficulty setting at the options menu called "Insane."

LARGO WINCH.//COMMANDO SAR

At the main menu, press SELECT, , , O, O, \triangle , \square , \triangle , \bigcirc . A cheat menu will appear with "Invisible" and "Silent" options; turn them on and the game's enemy characters will not see or hear you. Select "Continue" to access a stage-select menu (press Left or Right to choose any stage).

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game
Put the "Making of Lunar" CD in your PlayStation and turn it on. As soon as the video begins to play, press Up, Down, Left, Right, A. START. You'll access a secret mini--similar to Atari's Warlords—for up to eight players.

After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of Lunar" CD with either of the two game discs. Now select "Exit" from the minigame menu; you'll see all of the FMV scenes on the disc you've loaded.

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" the option menu, then enter one of the following codes at the character-select screen

· For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold Up on the D-pad for three seconds and press an action button before releasing **Up**.

For Iron Man, Psylocke, Captain America Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before re leasing Down Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off"

• Dr. Doom-Press Down, Down, then press and continue to hold X, then O, then R1 (you should still be holding X and O when you

 \bullet Thanos—Press Up, Up, then press and continue to hold L1, then $\triangle,$ then \square (you should still be holding L1 and \triangle when you press \square) To choose the alternate Player 2 color for Dr Doom or Thanos, use the following codes at the character select screen

• Dr. Doom—Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold X, then O, then R1 (you should still be holding Down + \times + \bigcirc when you press R1)

 Thanos—Press Up, Up and continue to hold Up on the second press; wait three seconds, then press and continue to hold L1, then \triangle , then \square (you should still be holding Up + L1 + △ when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters:

 Armored Spider-Man—Highlight Spider-Man, hold SELECT and press any action but-

· U.S. Agent-Highlight M. Bison, hold SE-LECT and press any action button

• Shadow—Highlight Dhalsim, hold SELECT

and press any action button

• Mephisto—Highlight Omega Red, hold SE-

LECT and press any action button

 Mecha-Zangief—Highlight Blackheart, hold SELECT and press any action button · Dark Sakura-Highlight the Hulk, hold SE-

LECT and press any action button
• Gray Hulk—Select Dark Sakura as described

above, then choose the Hulk as her partner EX Option Menu

From the main menu, select "Option." Next, press R1, \bigcirc , Left, \triangle , \triangle very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM

EX Options

At the main menu, move the cursor to "Option," then hold down SELECT and press START. The EX Option menu will appear.

MAT HOFFMAN'S PRO BMX

At any time during gameplay, press START to pause the game, then enter any of the codes below. After entering each code correctly, the pause menu will shake. The effects will take place immediately after you select "Continue" to return to the game

Perfect balance—Hold L1 and press □, Left, Up, Right.

Display balance meter during grinds—Hold L1 and press Left, \bigcirc , \square , \triangle , \square , \bigcirc , \times Infinite Special—Hold L1 and press Left,

Down, \triangle , \bigcirc , Up, Left, \triangle , \square Big wheels-Hold L1 and press Down, O. O.

Add eight minutes to your remaining time— Hold L1 and press □, Up, ○, ×

Point values x10—Hold L1 and press □, ○, ○, Up, Down, Down Point values divided by 10—Hold **L1** and press

Down, Down, Up, ○, ○, □ Secret Character: Granny

Start a game in Career Mode and press START to pause, then select the "Retry" option from the pause menu. Continue to pause and restart; after you do this 10 times, a message will appear and Granny will become a playable character.

MEDAL OF HONOR: UNDERGROUND

Secret Passwords

At the main menu, select "Options," then select "Passwords." At the following screen, enter any of the passwords below to obtain the corresponding result.

M O H D E S S I N S—Cartoon gallery RICOCHET—Bouncing Bullets L A T I R E U S E—Podoski Mode BALLESVITE—4x Firing Rate PUISSANCE—Invulnerability Mode A U T O D I N G U O—Wacky Taxi Mode

Unlock Everything
First, enter E N T R E Z V O U S as a password. Now you may enter any of the following passwords

PORTECLEFS—Unlock everything except Panzerknacker Unleashed!

L E M O N S T R E-Unlock Panzerknacker Unleashed

MEGA MAN 8 ANNIVERSARY COLLECTOR'S EDITION

Boss Tips

- · To defeat Grenade Man, use the Thunder
- . To defeat Frost Man, use the Flash Bomb • To defeat Tengu Man, use the Ice Wave.
- •To defeat Clown Man, use the Tornado Hold.
- To defeat Agua Man, use the Astro Crush • To defeat Sword Man, use the Water Bal-

 To defeat Search Man, use the Flame Sword. To defeat Astro Man, use the Homing

MEGA MAN X4

Alternate Mega Man X

At the character-select screen, enter the following code carefully: Highlight Mega Man X, press the O button twice, press Left six times then hold L1 + R2 and press START. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels. Play as Black Zero

At the character-select screen, enter the fol-lowing code carefully: Highlight Zero, hold the R1 button, press Right six times, release R1, hold \bigcirc and press START. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on

MEGA MAN X5

Start With Ultimate Armor At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press **Up** twice, then **Down** nine times. To play as Zero, move the cursor to him and instead press Down twice, then Up nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the Ultimate Armor.

MEGA MAN X6

Secret Codes

Use these codes to play as alternate versions of X or Zero. Note that you can only use one code at a time; for example, if you want to play as Nightmare Zero, you won't be able to use Ultimate Armor X in the same game.

 Ultimate Armor X—Press START at the first title screen, then press Left, Left, Left, Right at the Game Start/Continue/Option menu. You'll begin the game with X's Ultimate Armor, which is very much identical to the same Armor from Mega Man X5. It allows X to fire a super charged shot, hover in place and perform the Mega Crush attack at will.

 Nightmare Zero—Press START at the first title screen, then press L1, L1, L1, R2 at the Game Start/Continue/Option menu. When you rescue Zero after defeating him in battle, you'll play as the Nightmare version of Zero instead of the normal version. Nightmare Zero has all of Zero's normal moves, but he is much more powerful.

MICRO MACHINES V3

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again: Low camera angle—Left, Right, □, ○, Left, Right, D. C

Slow down computer cars— \bigcirc , \triangle , \square , \times , \bigcirc , \triangle

Super speed—X, \bigcirc , \square , \triangle , X, X, XSuper jumping ability—Right, Right, Down, Up, Down, Left, Down, Down

Change vehicles—Down, Down, Up, Up, Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—Up. Down, Down, D. O. A. X. With the Debug code in place, the following options become available:

 Press □ + ○ + △ + × to make all of the vehicles on the track explode · Hold SELECT and move the D-pad to tilt or

rotate the camera angle · Hold SELECT and press L2 or R2 to zoom in

ullet Hold SELECT and press \square to have the computer control your car

 Hold SELECT and press X to end the race with you in first place!

"Name" Cheats When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects;

you'll hear a signal to confirm and you'll be able to enter another name . Enter the name "GIMMEALL" to be able to access all tracks in multiplayer mode.

. Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name

"3LIVES" to cancel this code.
• Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode-





which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel

. Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MONSTERS, INC. SCREAM TEAM

Enter any of the following codes at any time during gameplay. You'll see each one take effect immediately after entering it correctly. Hold L1 + R2, press \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \square

Hold L1 + R2, press \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \square , \triangle —Full scare meter

Hold L1 + R2, press \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \triangle , \triangle —Full health

MORTAL KOMBAT 3

Play as Smoke

During the opening demo-anytime after the copyright screen appears-rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by press ing R1 once, \triangle six times, \times six times and \bigcirc nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode During the opening demo, quickly press X, O, On the word "KOMBAT" in red, press Up to ac-

cess a secret cheat menu. Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode; when the screen appears, enter the Kombat Kode

strike will automatically win the round.

"3, Skull, 2, 2, 1, 3" as follows:
• Player 1: Press Low Punch three times and Low Kick twice

• Player 2: Press Low Punch twice, Block once

and Low Kick three times

After the match starts, press START to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.

2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.

3) Continue to hold Block + Run until the fight starts.

MORTAL KOMBAT: SPECIAL FORCES

Cheat Mode

At the main menu, select "Options," then "Game Settings." Next, press Left, Right, L1, L2, R1, R2, \square , \bigcirc . After entering the code correctly, a new menu item called "Cheats" will appear on the screen. Set it to "on," then start a game and you'll have maximum expe rience points plus a ton of weapons and ammo

MORTAL KOMBAT TRILOGY

At the character-select screen, highlight Sonya, hold Up and press START: you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your opport Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon.

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

• Fatality 1—Press △ when "Finish Him/Her

• Fatality 2-Press O when "Finish Him/Her"

Animality—Press L2 when "Finish Him/Her

• Friendship-Press R1 when "Finish Him/Her"

• Brutality—Press | when "Finish Him/Her" appears.

N2O NITROUS OXIDE

Cheat Codes Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats: $\times \times \square \times \times \times \triangle \triangle$ —Infinite Firewalls $\square \times \bigcirc \square \times \square \bigcirc \square$ —Infinite weapons $\bigcirc \times \times \triangle \Box \triangle \Box \bigcirc$ —Infinite lives □ △ ○ △ × △ □ ×—Access any level $\times \times \times \square \triangle \bigcirc \times \triangle$ —Enable fifth ship (Speed core)

 $\bigcirc \times \Box \triangle \triangle \bigcirc \triangle \bigcirc -$ Activate "water" effect $\square \triangle \times \triangle \bigcirc \square \triangle \times -$ Bonuses don't reset

NANOTEK WARRIOR

Cheat Code:

Press START to pause the game at any time then enter any of the following cheat codes at the "Paused" menu:

• Refill Shield—SELECT, O, Right, Up, Up, L1,

Warp Speed Boost—O, □, O, □, △, △, △, ×
Stop Ship—△, Left, △, Right, △, Up, △,

START (with this code in place, you can stop your vehicle's forward progress at any time by holding the \triangle button)

• First-Person Viewpoint— \triangle , \bigcirc , \square , \square , \triangle , \triangle , SELECT, START

· Randomize Level Curves-O, SELECT, Left, , Down, Up, X

Level 2—□×××□□×△△ Level 3—× ○ × × × □ □ △ Bonus Level 1—O $\square \times \times \square \times \times \times \triangle$ Level 4— \triangle X \square X \square \square \triangle X \bigcirc Level 5—○ X □ X X □ Δ Δ X Level 6—X □ □ X □ □ Δ X ○ Bonus Level 2—□□□×□□△△□ Level $7-X \times X \square \times \triangle \bigcirc \triangle \square$ Level 8—□××□×○×△○ Level 1 with upgraded NanoTek ship— $\times \, \square \, \times$ ΠΠΟΧΔΧ

NASCAR 2001

Unlock alternate John Andretti Car-Hold R1 and press \square , \triangle , \square , \triangle

Unlock KC Monoxide (#101)—Hold L2 and press [], O. X. Down, Up, Right, Left Unlock 'Shorty' Leung (#100)—Hold R2 and press □, ○, X, Up, Down, Left, Right

Unlock Jocko Michaels (#167)—Hold **L1** and Unlock Asher Boldt (#153)—Hold L2 and press

 $X \wedge O \Gamma$ Unlock Proving Grounds Track—Hold R1 and press Left, O, Up, Down, Right, Right, Right Unlock Treasure Island Track—Hold L2 and press \square , \bigcirc , \square , Up, Up, Down, Up, Left, Right,

NASCAR RUMBLE

All Tracks & More Cars

From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the pass word "C 9 P 5 A U 8 N A A" to unlock lots of cars and every track

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features: Empire City Bonus Track—M C I T Y Z AutoCross Hidden Track—X C N T R Y Caverns Hidden Track-X C A V 8 The Room Hidden Track—P L A Y T M Scorpio-7 Hidden Track-G L D F S H Space Race Hidden Track-M N B E A M Activate Jaguar XJR-15—L J A G X Activate Mercedes-Benz CLK-GTR—A M G M R

Activate El Nino-R O C K E T All cars and bonus tracks (not hidden tracks)—SPOILT All Camera Views—S E E A L L

NGEN RACING

Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct

400 000 000 credits-R2 12 R2 11 R2 R1 R2

1st place in all races-R1, L1, R1, R2, L2, R2, L2. L1

Obtain all secret jets-R1, R2, L1, L2, L2, L1, R2 R1

NHL OPEN ICE

Secret Character

Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings.

NHL ROCK THE RINK

Secret Codes

After starting a new game, select "New User," then enter any of the items below as your name. You can toggle the unlocked cheats on and off at the "Rewards" screen under the main menu

Unlock NHL teams—BAILEY Unlock sound effects-NO CHANCE Unlock boards—POWER SLAM

NO ONE CAN STOP MR. DOMINO

Secret Characters To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages:

Stage 1: Phat Tony's Casino—3,000 points or

Stage 2: Shop 'til You drop-6,000 points or

Stage 3: Grandpa's in The House-4,000 points or more Stage 4: Tripping in The Park-5,000 points or

Stage 5: Fun Park Massive—8,000 points or

more Stage 6: No one can stop Mr. Domino-5,000 points or more

To unlock the alien domino named DAMO?O. you must achieve a score that the game considers to be "the best in the U.S." in all six stages

Stage 1: Phat Tony's Casino-8,000 points or

Stage 2: Shop 'til You drop-12,000 points or

Stage 3: Grandpa's in The House-8,000

Stage 4: Tripping in The Park—9,000 points or

Stage 5: Fun Park Massive-28,000 points or

Stage 6: No one can stop Mr. Domino-10,000

OGRE BATTLE

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven." Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

PARAPPA THE RAPPER

Rapping Tips

 If you hold one of the action buttons down, then press another one, the word that's associated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3: While holding the △ button, press and release the O button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch and so on, even though you're not pressing the \triangle ("Kick") button more than once. This trick also doubles your speed; instead of get-ting one word for each button press, you're effectively getting two. Use this technique when you're "Rappin' Cool!" for lots of extra words and bonus points.

• One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of Parappa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button; for example, during Lesson 5 in Stage 3, you say, "I have never sold everything, everything" using only the \times button. If you hold Left on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold Right on the D-pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish; when you release Right, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make Parappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick; not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points!

POWER RANGERS LIGHTSPEED RESCUE

From the main menu, select "Codes," then select "Enter Code." Next, enter any of the words below to unlock the corresponding effects.

O M E G A—Level skip ULTIMATE—Titanium Ranger FOREVER—Continues S H O W C A S E—All galleries open I M M O R T A L—Infinite Lives D 4 B 7 E 1 O 9 G 7—Infinite Health N 7 F 6 U 2 A 5 A 1—Infinite RPE

THE POWERPLIEF GIRLS CHEMICAL X-TRACTION

Secret Codes
Choose "Passwords" from the Options menu and enter any of the following codes

Big Billy, Bubbles, Ace, Sedusa, Big Billy-Invincible Mode, Player 1

Ace, Big Billy, Fuzzy, Bubbles, Fuzzy-Invincible Mode, Player 2 Buttercup, Mojo Jojo, Sedusa, Big Billy,

Princess-Chemical X-tra, Player 1 Ace, Princess, Blossom, Buttercup, Ace-Chemical X-tra, Player 2

Big Billy, Ace, Buttercup, Ace, Blossom-Unlimited X. Player 1 Sedusa, Bubbles, Ace, Bubbles, Big Billy-Un-

limited X, Player 2 Blossom, Mojo Jojo, Princess, Sedusa, Ace— Unlock Bubbles' Super Scream

Ace, Blossom, Ace, Buttercup, Blossom—Unlock Blossom's Ice Breath Ace, Fuzzy, Big Billy, Mojo Jojo, Ace-Unlock

Buttercup's Tornado Spin Princess, Buttercup, Bubbles, Ace, Ace-Power

Damage, Player 1 Ace, Mojo Jojo, Blossom, Buttercup, Princess-

Power Damage, Player 2 Bubbles, Fuzzy, Ace, Blossom, Ace-Super

Health Player 1 Ace, Ace, Buttercup, Fuzzy, Big Billy-Super

Health, Player 2 Bubbles, Ace, Mojo Jojo, Princess, Ace-Dis-

able game timer Sedusa, Big Billy, Blossom, Ace, Buttercup-Unlock all characters and stages

RAINBOW SIX

Main Menu Cheats

Enter the following codes at the main menu. A message will appear after entering a code correctly All levels—Hold L1 and press \bigcirc , \times , \bigcirc , \square , \square ,

All items—Hold L1 and press △, X, X, O, □, O,

Invincibility—Hold L1 and press \square , \times , \triangle , \triangle , \times ,

Invincible hostages—Hold L1 and press O, O, \square , \triangle , \times , \triangle , \times , \bigcirc

No terrorists—Hold L1 and press \triangle , \bigcirc , \bigcirc , \triangle ,], X, A, O

All operatives revived—Hold L1 and press A. Δ. X. O. O. X. П. I Reveal map—Hold L1 and press \times , \bigcirc , \square , \triangle .

No locked doors—Hold L1 and press A. \square . \square .

Turn off Victory Conditions-Hold L1 and

press \bigcirc , \triangle , \triangle , \times , \bigcirc , \square , \times , \triangle All attributes set to maximum—Hold L1 and

Watch ending—Hold L1 and press □, △, □, □,

In-Game Cheats

At any time during gameplay, press START to pause, then enter any of the codes below. For the Extra weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game.

Restore ammo—Hold L1 and press \square , \square , \bigcirc , \triangle , $X, \triangle, X, \triangle$

Extra weapon—Hold L1 and press X, \bigcirc , \bigcirc , \triangle , TXTO

Extra pistol—Hold L1 and press X, A, \(\Pi\), O, \(\Pi\).

RAMPAGE THROUGH TIME

Secret Passwords

From the main menu, select "Password," then enter any of the passwords below. Upon entering a correct code you'll immediately return to the main menu

1 2 3 4 5-Unlock "Cheat" menu within "Options"

J O M 3 L—Unlock Neo Techno, Jurassic and Scumlabs stages in Challenge mode J 0 S H S—Power Meter always full

RASCAL

Stage Skip

Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the R1 button to change the name of the stage, then hold the R1 button down until warp to the stage you chose. To skip to a different room within a stage, tap the R2 but-ton to change the room number, then hold the R2 button down until you warp to the room you chose.

RAYMAN

Full Power-Up + 99 Lives

Press the START button to pause the game then enter the following code carefully: Press and continue to hold L2, R1, L1, then R2, then release the buttons in this order: L1, L2, R2, R1. Next, press and release O, then press and continue to hold Left, \bigcirc , \square , then \triangle . Finally, release the buttons in the following order: Left A DO

RAYSTORM

Free Play Mode

When the words "Press Start Button" appear at the title screen, hold L1 + L2 + R1 + R2 and press START; when the main menu appears, continue to hold L1 + L2 + R1 + R2 and press Up seven times, then Down, then Up four times, then START; you'll hear a voice say, 'Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

RAZOR FREESTYLE SCOOTER

At any time during gameplay, press **START** to pause the game, then press **Right**, **Down**, Right, Left, Right, Up, Right, Right. A special nessage will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers Enter any of the following passcodes at the

"Name Your Gym" screen when you start a new game in Championship mode, You'll begin the championship at the specified class with all of the boxers available to you.

BRONZE—Bronze Class. In Arcade Mode,

Kemo Claw is also unlocked STLVER—Silver Class. In Arcade Mode, Kemo

Claw and Bruce Blade are also unlocked.

G O L D—Gold Class. In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

C H A M P—Champ Class. In Arcade Mode, all boxers are also unlocked.

RESIDENT EVII

If you finish the game in less that three hours. your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot. Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

Choose "New Game" from the main menu then highlight "Advanced" and hold Right on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

Highlight "New Game" at the main menu and hold Right on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

RESIDENT EVIL 2

In the S.T.A.R.S. office, check Wesker's deskit's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to de velop it and you will get to see a secret photo of Rebecca from the original Resident Evil. Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original Res ident Evil. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any

Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A' or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under twoand-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus

Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two: to do so you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him. Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save or our memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

RIVAL SCHOOLS

Note: The following codes work with the "Evolution" disc only.

Extra Characters

Choose "1P Game" and finish the game with any character at any difficulty setting. Once you've done this, access the box marked "Extra" at the character select screen and a hidden fighter will be selectable. Each time you finish the game this way, another character will be unlocked; there are 24 extra char-Unlock Hidden Oufits

- · To play as Hinata in her underwear, finish the game with Hinata, Batsu and Kyosuke.
- · To access Tiffany's school outfit, finish the game with Tiffany, Roy and Boman.
- To play as Natsu in a dress, finish the game with Natsu, Roberto and Shoma.
- To access Kyoko's Polo shirt and boxers, finish the game with Hideo and Kyoko Secret Mini Games
- · To access Home Run Mode, finish a one player game as Shoma at the highest difficulty setting
- · To unlock Shoot-Out mode, finish a oneplayer game as Roberto at the highest difficulty setting.
- To access Service mode, finish the game with Natsu at the highest difficulty setting. Kyoko's Office

To enable Kyoko's Office of massaging, beat the game at the highest difficulty setting with Kyoko. Kyoko's Office will become available in "Extra" mode at the mode selection screen.

ROBOTRON X

Instant Power-Ups

At any time during the game—not while paused-you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller; if you're using another configuration just remember that \triangle means Fire Up, \square is Fire Left, ○ is Fire Right and X is Fire Down.

Shield-Down, Left, Q. O Two-Way Weapon—Up, \triangle , Up, \triangle Three-Way Weapon—**Right**, **Right**, \square , \times Four-Way Weapon—Down, Down, Up, O Pulse Wave—Up, ○, Down, Right, □ Speed Up—Left, Left, Right, Right, △ Flamethrower Weapon-Down, Right, Down, Right, O

ROLLCAGE STAGE II

ecret Passwords

From the main menu, select "Password." Then, select "Enter a Password." At the next screen that appears, enter any of the passwords below

MASTERS.IS.AS.HARD.AS.NAILS.MON!-Harder Masters campaign
I.WANT.IT.ALL.AND.I.WANT.IT.NOW!—Unlock

everything YOU.HAVE.A.LOTA.EXPLODING.TO.DO-Un-

lock all Combat tracks
WELL.IF.IT.AINT.THEM.PESKY.KIDS—Unlock ATD Best Lap Cars

IS.IT.COLD.IN.HERE.OR.IS.IT.ME.?-Unlock De-I.AM.THE.MIRROR.MAN,.0000000001-

Unlock Mirror Mode LOOK.OUT!.ITS.ANDY.GREEN—Unlock Mega

IM.OBVIOUSLY.SICK.AS.A.PARROT...—Unlock Rubble Soccer

HERE.TODAY,.GONE,.LATE.AFTERNOON-Un-

lock Survivor Mode
PURSUIT,.A.SUIT.MADE.FROM.CATS—Unlock Pursuit Mode

THE SIMPSONS WRESTLING

Secret Codes

Each of the following codes can be entered at the title screen (while the words "PRESS START" are flashing). You can also enter the codes at the "Paused" menu during gameplay. A message will appear at the top of the screen to confirm each code. To reverse the effects of a code, just enter the same code

O, Up, Up, Down, Down, Left, Right, Left, Right—Unlocks the "Bonus Match Up" option at the main menu; from here you can start a match with nearly any character in any stage O, Left, Up, Left, Down, R1-Unlock Bumblebee Man

O, Left, Up, Left, Down, L1—Unlock Moe Szyslak

O, Left, Up, Left, Down, R2—Unlock Professor O, Left, Up, Left, Down, L2-Unlock Ned Flan-

ders O, R1, R1, R1, Down, Up—Infinite energy
O, R1, R1, R1, Right, Left—If your Health

reaches zero, you automatically lose O, R1, R1, R1, Up, Down—Activates Multi-

Rope Attack Up , Up, Down, Down, Left, Right, Left, Right, O, L2, O, R2, O, L1, O, R1—Activates Mirror

Matches O, L1, L1, L1, Up, Down—Activates big heads

O, L1, L1, L1, Left, Right—Activates 'Flat Land,' which flattens all the characters in the

O, Right, Up, Right, Down-Black outlines in the characters are not drawn

O, L1, O, L1, O, R1, O, R1—Activates a funnier version of the credits sequence (choose "Credits" at the Options menu) which is usually only accessible after completing all three cir-

O, L1, O, R1, O, L2, O, R2—Activates "Big Ape Mode," which gives all of the characters huge arms.

O, R2, R1, O, R2, R1—With this code in place, you'll fight in a special "Big Ape" arena that shows a picture of the game's creators (drawn as Simpsons characters) on the mat. If you enter the code at the "Paused" menu during a game, you must quit and start a new match to fight in the secret arena.

SKELETON WARRIORS Invincibility

At any time during the game, press START to pause, then press **Down**, O, \square , \square , **Up**, X. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

SLED STORM

Passwords Enter the following passwords from the password entry screen under "Load/Save" at the

Ryan / Storm Sled— \bigcirc , \triangle , \square , R2, R2, L1, \times , \triangle Tracey / Storm Sled— \bigcirc , \triangle , \square , \triangle , R2, L1, \times , \triangle Gio / Storm Sled—O, \triangle , \square , L1, R2, L1, \times , \triangle Travis / Storm Sled—O, \triangle , \square , R1, R2, L1, \times , \triangle Nadia / Storm Sled \bigcirc , \triangle , \square , \square , R2, L1, \times , \triangle Jay / Storm Sled—O, \triangle , \square , O, R2, L1, \times , \triangle Jackal / 400cc—L2, L2, O, R2, \square , R1, L1, \triangle Sergei / 400cc—□, L1, □, L2, △, R2, ×, ○ Sergei / Storm Sled—○, △, □, ×, R2, L1, ×, △ Unlock Demo Track—R2, L1, \triangle , \Box , \triangle , R1, \bigcirc , \times Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak— \square , \times , R2, \square , \bigcirc , R1, \bigcirc , \triangle Unlock Super Snocross 3 through 6—R2, △, X, R2, △, □, O, × "Fog" available in Track Select—□, L1, X, □,

"Mirror" available in Track Select—O, L1, R2, R2, R1, ×, △, L2

SMALL SOLDIERS

Cheat Passwords

 $\begin{array}{c} \bigcirc,\bigcirc,\triangle,\triangle,\triangle,\bigcirc,\times,\square,\times \\ -\text{Invincibility} \\ \triangle,\triangle,\bigcirc,\bigcirc,\bigcirc,\times,\square,\times \\ -\text{All Weapons} \end{array}$ Stage Passwords $X, X, \Delta, \Box, \Box, X, O, X$ —Gorgon \square , \times , \triangle , \square , \square , \square , \square , \bigcirc , \times —Dimensional Temple \bigcirc , \times , \triangle , \square , \square , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \times —Floating Fortress \triangle , \times , \triangle , \square , \square , \triangle , \bigcirc , \times —Spirit Bog X, \Box , \triangle , \Box , \Box , X, \triangle , X—Canyon Village \square , \square , \triangle , \square , \square , \square , \triangle , X—Creepy Caverns \bigcirc , \square , \triangle , \square , \square , \bigcirc , \triangle , \times —Space SI \triangle , \square , \triangle , \square , \square , \triangle , \triangle , \times —Hall of Patriots \times , \bigcirc , \triangle , \square , \square , \times , \times , \square —Graveyard □, O, △, □, □, □, X, □—Nuclear Mine \bigcirc , \bigcirc , \triangle , \square , \bigcirc , \bigcirc , \times , \square —Launch Center

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 \triangle , \bigcirc , \triangle , \square , \square , \triangle , \times , \square —Ulhaden Fier \times , \triangle , \triangle , \square , \square , \times , \square , \square —Garrison \square , \triangle , \triangle , \square , \square , \square , \square , \square , \square —Inner Sanctum

SPAWN: THE ETERNAL

Each of the following codes can be entered while the game is paused:

• Temporary invisibility—Hold L1 + R1 and press \Box , \Box , \bigcirc , \bigcirc , \triangle , \times

• Temporary invincibility—Hold L1 + R1 and press A. A. X. X. D. O

• All power-ups—Hold L2 + R2 and press △, O. D. X. A. X

All inventory—Hold L2 + R2 and press X, □,

• Refill health meter-Hold L1 + R1 and press

Refill Magic—Hold L1 + R1 and press △, ○,

• Skip current level—Hold L1 + R1 + L2 + R2

and press \triangle , \times , \square , \bigcirc , \bigcirc , \bigcirc

SPEC OPS: RANGER ELITE

Invulnerability

At the main menu, select "One Player Game." Next, enter ROCKSTAR as your name at the following screen. When you begin the mission, press START to enter the pause menu. A new menu item, "Invulnerable" may now be toggled on and off.

SPEED RACER

Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press △; now all of the cars in the game will be available. Extra Camera Views

During a race, press START; while the game is paused, press Right five times, then Left five

times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings. Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

Hold L1 + L2 to race in bright daylight

• Hold R1 + R2 to race at night

• Hold L1 + L2 + R1 + R2 to race at twilight

SPICE WORLD

Giant Spice

At the menu screen where your character walks across the globe, hold the START button and press \bigcirc , \square , \bigcirc , \square .

Hidden Messages

Also at the "globe" menu, hold the START button and press \bigcirc , \triangle , \bigcirc . You'll see the code on the screen to confirm. Now hold START + SELECT and press \bigcirc , \bigcirc , \bigcirc , \bigcirc to see a hidden message. You can also try \triangle , \triangle , \triangle , \triangle or \square , \square , \square , \square ; repeat each code to turn the corresponding message off.

Handbag Code

At the globe menu, hold the START button and press \square , \triangle , \bigcirc , \triangle . With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor. Naked Spice Code

At the globe menu, hold the START button and press \bigcirc , \triangle , \bigcirc , \bigcirc . Next, press L1 + L2 + R1 + R2 + START + SELECT simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER-MAN 2: ENTER ELECTRO

Cheat Codes

From the main menu, select "Special," then select "Cheats" and enter any of the following codes. After entering each one correctly, Stan Lee will exclaim, "Excelsior!"

AUNTMAY—Unlock Level Select, all costumes, all Gallery items and all Training items A L I E N—Big head

STACEYD-Big feet

V V I S I O N S—"What If" Mode

V V H I S C R S—Inserts programmer's high scores into Records

DRILHERE—Display debug information during gameplay

SPYRO THE DRAGON

99 Lives

At any time during the game, press SELECT, \square \square , \square , \square , \bigcirc , Up, \bigcirc , Left, \bigcirc , Right, \bigcirc , START.

SPYRO 2: RIPTO'S RAGE!

At any time during gameplay, press START to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "View credits" code. which will take effect immediately.

Learn all abilities— \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \square Big head mode—Up, Up, Up, Up, R1, R1, R1,

Parappa mode—Left, Right, Left, Right, L2,

View credits— \square , \bigcirc , \square , \bigcirc , \square , \bigcirc , Left, Right, Left, Right, Left, Right

STAR WARS: DARK FORCES

At any time during gameplay-not while paused-carefully press Left, O, X, Right, O, X. Down, O. X. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more

Stage Select

Enter X 7 P ! 4 5 Q X 3 9 at the Enter Passcode screen to access a stage select menu. When you begin the game, you'll also have all the weapons.

STAR WARS: DEMOLITION

At the main menu, select "Options," then select "Preferences." Next, press R1 + L1 and a passcode entry interface will appear. Now you can enter any of the items below. For the first code, you won't receive any special confirmation after entering it, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.

Unlock characters—WATTO_SHOP Watch some movies—SAD MOVIES Watch more movies—MOVIE_SHOW

STAR WARS EPISODE I THE PHANTOM MENACE

Debug Menu

At the main menu, move the cursor to "Options" and press \triangle , \bigcirc , Left, L1, R2, \square , \bigcirc , Left. You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold L1 + SELECT and press △.

STAR WARS: MASTERS OF TERAS KASI

Secret Characters

To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu

• To access Darth Vader, play as Luke Sky-walker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.

• To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. • To access Princess Leia in her "Jabba's Slave

costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.

· To access Jodo Kast, play the game in "Survival" mode and defeat seven or more characters.

• To access Mara Jade, set the game's diffi-culty to "Jedi" and hold L1 + L2 + R1 while entering "Team" mode (you should see a mes-sage that says "Battle for Mara Jade") and defeat all of your opponents in this mode Arena Select

Play as Chewbacca and beat the game in "Ar-" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

STAR WARS: REBEL ASSAULT II

Stage Passwords Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence: Easy Difficulty Level— $\times \bigcirc \times \bigcirc \times \wedge$ Medium Difficulty Level— $\times \times \triangle \bigcirc \times \triangle$ Hard Difficulty Level— $\triangle \square \square \times \triangle$

STREET FIGHTER ALPHA

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and press-

ing **Down**.

M. Bison (Player 1)—Hold the **L2** button and press Left, Left, Down, Down, Left, Down,

Down, then \Box + \triangle simultaneously. M. Bison (Player 1)—Hold the **L2** button and press Right, Right, Down, Down, Right, Down, Down, then $\Box + \triangle$ simultaneously.

To choose the alternate-color Bison, end the code by pressing X + O simultaneously instead of $\Box + \triangle$. Akuma (Player 1)—Hold the L2 button and

press Left, Left, Left, Down, Down, Down,

then $\Box + \triangle$ simultaneously. Player 2—Hold the L2 button and press **Right**, Right, Right, Down, Down, Down, then I ∧ simultaneously.

To choose the alternate-color Akuma, end the code by pressing X + O simultaneously in-Dan (both players)—Hold the L2 and R2 but-

tons and press \triangle , \square , \times , \bigcirc , \triangle . To choose the alternate-color Dan, hold L2

and R2 and press \triangle , \bigcirc , \times , \square , \triangle .

STREET FIGHTER ALPHA 2

'Classic" Chun-Li

At the character-select screen with the "shortturned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then press any button to choose her before releasing SELECT. You'll see her costume change to the way she looked in Street Fighter II Champion Edition; now her fireball is a "charged" move.

Play as "Shin" (True) Akuma

At the character-select screen with the "short-cut" turned off, highlight Akuma, hold the SELECT button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold SELECT for one second, then press an action button to choose Akuma before releasing SELECT. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down**, **Right**, **Right**, **Down**, **Left**, Down, Left, Down, Right, Right, Right. Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will

not re-appear. Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

STREET FIGHTER ALPHA 3

Dhalsim's Wife

Choose Dhalsim as your character. During the loading screen, just before the first round, hold \Box + R2. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped.

Unlock Evil Ryu

After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him. Evil Rvu will be selectable in any

Unlock Shin Akuma

After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing L2.

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three PUNCH buttons and the START button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

Super Street Fighter II Turbo: Play Against Akuma

Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.

Super Street Fighter II Turbo: Remove Super Meter

At the character-select screen, choose your fighter with the [(Jab) button, then release and quickly enter one of the following codes before the airplane flies across the map:

For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press Left and Right repeatedly on the D-pad while repeatedly tapping

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press Up and Down repeatedly on the D-pad while repeatedly tapping \square

If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter

Street Fighter Alpha 2 Gold: Play as Cammy To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by high-lighting M. Bison at the character-select screen and pressing the START button twice. Street Fighter Alpha 2 Gold: Alternate Characters

· To play as special versions of certain charac ters with no "Super" meters, simply press START while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat

and M. Bison.

If you press START twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the Street Fighter II Champion Edition ver-

sion of Chun-Li, respectively.

• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five

STUART LITTLE 2

Cheat Codes

Enter any of the following cheat codes at the main menu screen. You'll hear a sound effect to confirm each code:

L2, \square , L1, \bigcirc , R2, \square , L1, \bigcirc —Invincibility \square , L1, R1, Up, \bigcirc , L2, R2, Down—Infinite ammo (the counter will go down to zero, but you'll still have ammo)

R2, Left, Right, R1, L1, Up, Down, L2-Unlock all levels at the "Visit Snowbell" menu O, L2, Left, R1, R2, Right, L1, D-Unlock all

movies in Gallery
Up, L1, Down, R1, R2, Down, L2, Up—Unlock "Flycam" option at the pause menu (use the D-pad and buttons to move the camera

Right, O, D, R1, R2, Left, L2—View all loading screens and level intro movie clips

All Weapons + Infinite Ammo

During the game, press the **START** button to pause. Highlight "Weapons" at the pause menu, hold Right + L2 + R2 + \square + \bigcirc and press X.

Stage Select

During the game, press START to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold Left + L1 + R1 + SELECT + □ and press ×.

Movie Theater

In the first stage, go to the movie theater and stand in the doorway, then press START to pause. Highlight "Map" at the pause menu, then hold Right + L2 + R1 and press X. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.

Hard Difficulty At the title screen, highlight "New Game, hold Left + L1 + R2 + SELECT + □ + ○ and press X.

Super Ammo

Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then,

Hold Left + L1 + R2 + SELECT + □ + × (in that order). You'll hear a sound effect confirming

SYPHON FILTER 2

Hard Difficulty

At the title screen, hold Up + SELECT + L1 + $R2 + \Box + \bigcirc$ and press \times twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty. End Level

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Map." Next, hold Right + L2 + R2 + \bigcirc + \square and press X. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the 'Options" menu.

Super Agent

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold L2 + SELECT + O + "weaponry." Next, hold L2 + SELECT + O + U and press X. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu.

Watch All Movies

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Briefing." Next, hold Right + L1 + R2 + O and press You'll hear a special sound effect if you entered it correctly. The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu.

T'AI FU: WRATH OF THE TIGER

Map Cheat Codes

To use the following cheat codes, you must finish at least one level of the game in order to access the map screen that appears between levels. Each of the following codes can be entered at the map screen (Note: Codes must be entered quickly):

• Level Select Debug Menu—Press R2, △, R2, △, O, **Down**, □. to allow cheats, then press R2, \triangle , R2, \triangle , \bigcirc , \square , Down, \triangle , Up, Right, Left, Down, Up, L1

• Story Mode Debug Menu—Press R2, △, R2, △, ○, Down, □. to allow cheats, then press R2, △, R2, △, □, ○, Down, △, Up, Left, Right, Down, Up, L2

In-Game Cheats

At any time during gameplay—not while paused—press R2, \triangle , R2, \triangle , \bigcirc , \times , \square to enable cheats; once you've received a confirming message, you can enter any of the following codes for different effects:

Refill Chi—R2, △, R2, △, Left, Right, □
Refill health—R2, △, R2, △, Left, Right, ○

Nine lives—R2, △, R2, △, Left, Right, ×
Temporary invincibility—R2, △, R2, △, Left,

Right, R2

All Fighting Styles—R2. △. R2. Left. Right △

TENCHU: STEALTH ASSASSINS

Restore Health

Press START during the game to pause, then press Left, Left, Down, Down, \square , \square , \triangle , \square to refill your energy.

Increase Item Capacity to 99

At the item select screen, hold L1 and press Left, Left, Down, Down, □, □, △, □ Unlock All Secret Ninja Tools

At the item select screen, hold R1 and press Left, Left, Down, Down, D. C. A. O. Increase Item Inventory

At the item select screen, hold L2 and press Left, Left, Down, Down, \Box , \Box , \triangle , \times

Ayame's Sexy Armor At the item select screen, press Left, Left,

Down, Down, \square , \square , \triangle , \bigcirc Enable Japanese Voice-Over

At the "Select Stage" screen, hold **L1** and press Left, Left, Down, Down, \square , \square , \triangle , \bigcirc Enable Enemy Layout Selection Screen At the "Select Stage" screen, Hold R1 and

press Left, Left, Down, Down, \square , \square , \triangle , \times Debug Mode

At any time during the game, press START to pause, then hold L1 + R2 and press Up, \triangle , Down, X, Left, □, Right, ○. Next, release L1 + R2 and press L1, R1, L2, R2, then press START to unpause. Now you can call up a program mers debug menu at any time during the game by pressing L2 + R2. The debug menu allows you to refill your items, warp to any point in any stage, place enemies or objects wherever you want them and much more.

TENCHU 2: BIRTH OF THE ASSASSINS

Unlock Missions

At the "Mission" screen, hold $\bigcirc + \Box + SELECT$ and press Right, Right, Right, Up, Left, Down,

Unlock Tatsumaru

At the "Mission" screen, hold \bigcirc + \square and press R1, R2, L2, L1, Up, Down, Left, Right, SELECT. You must press Right or Left repeatedly to scroll the selected character to Tat

Unlock Office in Mission Editor

From the main menu, select "Mission Editor." Then, select "Edit Mission." Next, at the "Edit Mission" screen, hold L2 and press ○, □, Left Right, O,

. You'll hear a special sound effect if you entered the code correctly. Now, when you adjust your "Mission Settings," you'll be able to select the Office location instead of the Doio

Unlock Missions in Mission Editor.

At the "Edit Mission" screen, hold O and press Up, Up, Down, Down, Left, Right. To unlock additional missions, you may also hold O + R2 and press Up, Down, Down, Right, Left, Left. You'll hear a special sound effect if you entered either code correctly

Unlock All Items At the "Items" screen, press \square , \square , \bigcirc , \square , \bigcirc , \bigcirc ,

Left, Up, Down, Right, R2, R2. All items will appear after entering the code correctly. Increase Item Count

At the "items" screen, hold $R1 + \square$ and press Right, Down, Left, Up. The inventory of each of your items will increase by 1 after entering the code correctly. You may enter this code repeatedly to obtain up to 98 of every item omplete Map

At any time during gameplay, hold **SELECT** and press O five times. After entering this code correctly the entire mission's map will be revealed. You'll have to repeat this code

every time you look at the map Restore Health

At any time during gameplay, press START to pause, then hold and press Left, Right, Up **Down**. When you release □ the game will unpause automatically and you'll have all your health. Each time you use this code, it will count as being spotted once.

THEME HOSPITAL

Level Passcodes

Level 3—○○△□×△○△ Level 4—□△○□××△○ Level 5—○ △ □ ○ × △ ○ □ Level 6—□ △ □ ○ × □ × ○ Level 7—□△△○×□△○ Level 8—X △ □ ○ △ ○ □ X Level 9—△ □ X △ ○ X △ □ Level 10—○□×△□×○□ Level 11—△○□○△□○×

Level 12—○□××□○□△

THEME PARK Cheat Code

Enter your nickname as "BOVINE" and start a new park. When the game starts, press \square + \times + O simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the game.

TOMB RAIDER CHRONICLES

Get Every Item for the Current Level
At any time during gameplay, press SELECT
to enter the sub-screen. Then, hold Down + R1 + R2 + L1 + L2 and press A. You won't receive any special confirmation for entering this code correctly, but if you look at the sub screen again, you'll see new items in your in-

Unlimited Medipacks & Ammo, Plus Revolver & LaserSight

At any time during gameplay, press SELECT to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold Up + R1 + R2 + L1 + L2 and press △. You won't receive any special confirmation for entering this code correctly, but if you look at the subscreen again, you'll see the changes reflected in your inventory.

Special Features

At any time during gameplay, press SELECT to enter the sub-screen, then move the curor to the Timex-TMX. Next, hold Down + Circle + R1 + R2 + L1 + L2 and press A. You won't receive any special confirmation for entering this code correctly. Next, press START to pause the game, then select "Quit." When you return to the title screen, you'll see a new menu item called "Special Fea-

TOMB RAIDER: THE LAST REVELATION

At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in

the inventory screen, highlight "Load," hold L1 + L2 + R1 + R2 + Up and press \triangle . If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES

At any time during the game, press START to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may reenter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output.

100% Health—SELECT, SELECT, O, O, Up, Up, SELECT

0% Health -SELECT, SELECT, ○, ○, Down, Down, SELECT Invincible—SELECT, SELECT, \bigcirc , \bigcirc , \triangle , \triangle , \triangle ,

invulnerable to Enemy Bullets-SELECT, SE-

LECT, \bigcirc , \bigcirc , \triangle , SELECT HUD Toggle—SELECT, SELECT, \bigcirc , \bigcirc , Left, Right SELECT

Max. Weapons—SELECT, SELECT, O. O. L1.

Remove Floor—SELECT, SELECT, O, O, SE-LECT, SELECT, O, O

Complete Mission—SELECT, SELECT, O, O, SELECT. O

Debug Info-SELECT, SELECT, O, O, L2, R2 Camera Cheat-SELECT, SELECT, O. O. R2, R2 Move all objects and enemies by walkin SELECT, SELECT, ○, ○, SELECT, SELECT, △ alking-Remove all objects except enemies—SELECT, SELECT, O, O, SELECT, SELECT, □, □

Display movement boundaries—SELECT, SE-LECT. O. O. A. A. D. Run faster—SELECT, SELECT, O, O, □, □, O,

Main Menu Codes

Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed.

Unlock All Movies-SELECT, SELECT, O, O, L1, L1, L1, L1, L1, L1, L1

Access All Missions-SELECT, SELECT, O. O. L1, L1, O, L1, L1

TONY HAWK'S PRO SKATER 3

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the fol-lowing codes at the "Paused" screen. After entering a correct code, the pause menu will shake to confirm. Note: You will not be able to see the effects of the codes marked with an asterisk (*) unless you exit to the main menu or enter a different level.

Overall game speed is faster-Hold L1 and press Left. Up. . . tricks—Hold L1 and press Left,

Left, Up. Left, Left, Up. X Flip entire level—Hold L1 and press Down,

Down, \triangle , Left, Up, \square , \triangle Perfect balance—Hold L1 and press Up,

Down, Up, Up, \triangle , \times , \triangle , \triangle Special meter always full—Hold L1 and press △, Right, Up, □, △, Right, Up, □, △ Moon physics—Hold L1 and press Right, Up,

Down, X, Down, Up, Down, X, □ Kid mode—Hold L1 and press X, □, △, Up,

Right, Down, Big head-Hold L1 and press Right, Up, Left,

Down, Right, Up. Left, X -Hold L1 and press Left,

. Left. . Left. . Up. X Sim mode (realistic physics)—Hold L1 and

press Up, \triangle , Right, \bigcirc , Down, \times , Left, \square , Up, \triangle , Right, \bigcirc , Down, \times , Left, \times Smooth graphic textures*—Hold L1 and press Left, Left, Up, Up, O, O, Left,

Disco mode*—Hold L1 and press Left 15 times, then O

Add "Skip to Restart" option to the Paused menu*—Hold L1 and press Up nine times, then O, Up

End the current run with 100,000 points added to your score—Hold L1 and press \Box , \bigcirc , Right, \Box , \bigcirc , Right, \Box , \bigcirc , Right

The latter code is only useful during the Competition stages in Career mode; it will allow you to score high enough to earn a gold medal.

TREASURE PLANET

Enter any of the following cheat codes at the main menu screen. You'll hear a sound effect to confirm each code:

L2, \square , L1, \bigcirc , R2, \square , L1, \bigcirc —Invincibility □, L1, R1, Up, ○, L2, R2, Down-Unlimited nusket charge

R2, Left, Right, R1, L1, Up, Down, L2-Unlock all levels

Up, L1, Down, R1, R2, Down, L2, Up-Unlock new "Flycam" option at the pause menu (use the D-pad and buttons to move the camera around)

Right, O, D, R1, R2, Left, L2—View all loading screens and level intro movie clips

VIGILANTE 8 Cheat Passwords

Choose "Options" from the main menu, then select "Game Status," press O to call up the passcode menu, then enter any of the following cheat codes:

WMNNWLHTSCUCLH—Unlock all secret characters and levels WILL

NOT DIE-Invincibility HARDEST_OF_ALL—More difficult

DEADLY_MISSILE—Enemies start with secondary weapons

VIGILANTE 8: 2ND OFFENSE

From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press L1 + R1 at the same time, and you'll be able to enter a code at the bottom of the screen.

Faster firing rate—RAPID_FIRE Faster cars—MORE_SPEED Heavier cars—GO_RAMMING Super missiles—BLAST_FIRE Unlock Original Vigilante 8 Levels

At any time during gameplay, press START to pause the game. Press the OPEN on the PlayStation console and replace the Vigilante 8: 2nd Offense game disc with the original "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original Vigilante 8.

WILD 9

Each of the following cheats can be entered while the game is paused:

• Red Beam—Right, Up, Left, O, Up, O, O

Restore Energy—R1, △, L1, Left, △, ○, ×
10 Grenades—R1, ×, R1, Right, □, Right, □
10 Missiles—×, ○, R1, Right, △, ×, △

• Open all Levels—Up, Left, Down, R2, Right, □, × (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any

WORLD'S SCARIEST POLICE CHASES

stage at the map screen)

Each of the following codes can be entered at the main menu:

· Unlock All Missions-Down, Up, Left, Right, X, △, O, □

Unlock All Starting Locations in Patrol Mode—Down, Up, L2, L1, X, △, R2, R1

• Unlock All Bonus Items—Left, Right, L1, R1, O. D. R2. L2

WU-TANG: SHAOLIN STYLE

Unlock All Characters

press Right, Right, Right, Right, Left, Left, Left, D.O. C hear a special sound effect if the code was entered correctly.

X-MEN: MUTANT ACADEMY 2

Cheat Code

At the main menu, press SELECT, Down, R2, L1, R1, L2. You'll hear a special sound effect after entering the code correctly. This code unlocks everything in the game, including all of the secret characters and alternate costumes. To play as Spider-Man, highlight Cyclops and hold the R1 button. To play as Xavier, highlight Magneto and hold the R1 button. Don't forget to check out the "Pool Party" stage in Versus mode!

ZERO DIVIDE

Put Zero Divide into your PlayStation, hold the SELECT and START buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads; instead of Zero Divide, you'll get a hidden version of Phalanx, a classic Super NES shooter. Use Controller 2 to play the game.





Cheat Codes

Choose "Input Code" from the main menu then enter any of the following passcodes to get different effects:

M M L V S R M-Max. Ammo N S R L S—All weapons DRVIIVSM M-Mini mode P L S T R L V S V G—Play as Plastro GRNGRLRX—Play as Vikki T N S L D R S-Play as Tin Soldier

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it

Play as Vikki—G R N G R L R X Play as Plastro—P L S T R L V S V G Tin Soldier—T N M N Mini Mode—D R V L L V S M M All Weapons-G B Z R K Max. Ammo—S L G F S T

Cheat Code:

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D pad to enter the directional commands, not the analog joystick.

Smart bomb—A, C♠, C♠, C♠, Left Restore health-Down, Up, Right, A, B, Left,

All artifacts—Up, C♥, C♥, Z, Up, Left
Dancing Adam—Down, Up, C♠, Down, C♥, CO

Bad Adam—C®, C®, A, C®, C®, Left Tall Adam—B, A, C⊕, A, C⊕, A Short Adam—Down, C⊕, A, Right, Z Kill Adam—B, Left, C®, C®, Down Blouse cheat—Z, C®, C®, B, Left, C® Access all weapons—A, Right, C®, C®, C®, A, Left

More powerful weapons—C♥, C♠, Up, Z, Z,

Surreal Mode—C®, Up, Right, Right, C®, A, Left

Change Nearest Harvester into Mutant—C♥, Up. Z. Z. C. Right

Fat Legged Aliens-Left, A, Right, Down

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battle-fields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work

Secret Options

At the character-select screen, hold the L button and press C®, C®, C®, C®, B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more. Secret Characters

Each of the following codes can be entered at the character-select screen:

• Doctor Kiln—Hold the L button and press B,

C③, C⑤, C⑥, C⑦, A • Sumo Santa—Hold the L button and press A, C♥, C♥, C♠, C♠, B

· Boogerman-Hold L and press Up. Right. Down, Left, Right, Left on the D-pad

Secret Cheat Codes From the main menu, select "Options," then select "Cheats." Now enter any of the following cheats at the screen that follows:

BOVRILBULLETHOLE—Start game with 50 lives

WELDERSBENCH—Unlock all chapters WELLYTOP-Unlock Conker in Multiplayer mode

EASTEREGGSRUS—Unlock Neo Conker in Multiplayer mode

BILLY MILL ROUNDABOUT—Unlock Gregg the Grim Reaper in Multiplayer mode C H I N D I T V I C T O R Y—Unlock Weasel Henchmen in Multiplayer mode

EATBOX-Unlock Cavemen in Multiplayer

RUSTYSHERIFFSBADGE—Unlock Seargeant and Tediz Leader in Multiplayer mode

BEEFCURTAINS-Unlock Villager and

Zombies in Multiplayer mode
D U T C H O V E N S—Start with frying pan in

the Race Multiplayer game
DRACULASTEABAGS—Start with baseball bat in the Race Multiplayer game

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game: TJL BDFW BFGV JVVB

With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stageskip option; press Left or Right to change the name of the stage and press a C button to warp there.

From the main menu, hold L + CT + CD and press START. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below: Invincibility-M O W E R

Transparent riders—X L U R I D E R Debug mode—I M G O I N G N O W Odd color mode—R O T C O L S All stunts unlocked—T R I C K S T E R Big head mode—B L A H B L A H
Invisible riders—I N V I S R I D E R Mirror mode—Y A D A Y A D A Night mode—M I D N I G H T Stunt bonuses—S H O W O F F Pinhead mode—P I N H E A D

Cheat Code

C, C, C, C, START; you'll hear a signal to confirm. The "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game will be unlocked. Shrink Vehicles

At the "Select Machine" screen, press L + R + C + C ; all of the vehicles will shrink.

Note: Enter all GoldenEye 007 codes with the D-pad, not the analog joystick In-Game Codes

Enter the following codes at any time during gameplay. A message will appear after entering a correct code.

Invincibility

1) Hold L and press Down 2) Hold R and press C®

3) Hold R and press C®

4) Hold L and press Right

5) Hold L and press C®

6) Hold R and press C⊕ 7) Hold L and press Right

8) Hold R and press Down 9) Hold L and press Left

10) Hold L + R and press C®

· All Guns-

1) Hold L + R and press Down

2) Hold L and press C®

3) Hold L and press CD 4) Hold L + R and press C[®]

5) Hold L and press Down

6) Hold L and press C♥

7) Hold R and press C[®] 8) Hold L + R and press C[®]

9) Hold R and press Up

10) Hold L and press C€ Maximum Am

1) Hold L + R and press C®

2) Hold R and press Up

3) Hold R and press Down

4) Hold R and press Down

5) Hold L + R and press C ⊕
6) Hold L + R and press Left

7) Hold R and press Down

8) Hold R and press Up

9) Hold L + R and press C®

10) Hold R and press Left

Secret Codes

At the title screen menu, press $\mathbf{R} + \mathbf{Z}$ to access a cheat menu. Enter any of the following you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on or off by pressing START during the game; you'll find a "Cheat Menu" option at the "Paused"

THEUNIVERSE—Allows you to access all of the secret worlds

HAPPYHEADS—Unlocks all but one of the secret characters

GOOEYGOOGOO—"Slime Mode" (all tracks ICEPRINCESS-"Ice Mode" (all tracks are slip-

GOBABY—Gives you a maxed-out turbo

2TIMES-2X Turbo Mode (turbo boosts last twice as long)

NONSTOP-"Roll Mode" (constant turbo) SWOPSHOP-Randomly switches the characters' accessories (hair, glasses, spikes, etc.) ROLFHARRIS—Activates the black-&-white

"Pencil Sketch" mode 2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves

MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
JUMPAROUND—Level Select (use the "Go To"

option at the "Paused" menu) BOMBERBALL—Just bombs 1HITWONDERS—"Sudden Death" mode IMALLOUT—No weapons NOGOODIE—Bomb pickups

SIOOTSHOT—Blue Balls OIMY—Activates "Explosive Mode"

While inside any level during the game, press START to pause. When the "Options" screen appears, hold Z and press R, B, A, B, A, C. CO. CO. CO. CO. CO. CO. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to

choose any world at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again; this should clear up the problem.

Code Entry Screen

At the main menu, hold L + R (or Z + R) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:

0 E Q 5 6 1 G 2—1st Camp, Hyrule Cup 5 V W 6 8 9 0 6—2nd Camp, Hyrule Cup

KPXWN9N3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it was used for verification purposes in a contest sponsored by *Nintendo* Power magazine.

Secret Ring Tournaments

From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the codes below to participate in a secret cup: Blockbuster Cup—ARM6JOARU Bowser Cup—N 2 4 K 8 Q N 2 P Donkey Kong Cup—M M 5 5 M Q M M J Luigi Cup—M 1 C 2 Y Q M 1 W Peach Cup—O F 9 X F Q O F R Mario Cup—A 3 W 5 K Q A 3 C MarioTennis.com Cup—4 8 H W O R 4 8 2 Nintendo Power Cup—J 6 M 9 P Q J 6 U Waluigi Cup—L A 9 8 J R L A R Wario Cup—U O U F M P U O M IGN64 Tennis Cup—V 2 U F M P U Z M

Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block ($C \oplus + C \oplus$ in the default control configuration) and continue to hold them down After five seconds you will hear a sinister laugh; after five more seconds, a "Cheats" menu will appear. Turn "Endings" on and you'll finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

Secret Characters To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

• Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block si-

multaneously
• Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

Unlock all Puzzles in Puzzle University

At the title screen, hold Z and press A, B, R, A, A, B, R, A. You'll hear a special sound effect after entering the code correctly.

Start from Lv. 50-99 in Marathon mode At the title screen, hold Z and press B, A, L, L. You'll hear a special sound effect after entering the code correctly

Unlock V-Hard Game Level

At the "Game Settings" screen where you select your Game Level, hold Z and press L, L, A, B. "V-Hard" will appear on the screen after entering the code correctly. Unlock S-Hard Game Level

At the "Game Settings" screen where you select your Game Level, hold Z and press R, L, A, B. "S-Hard" will appear on the screen after entering the code correctly.

TIPS & TRICKS Reader Art Gallery









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TIPS & TRICKS

Play in Mewtwo's Stage

When you start a two-player game, at the "Trainer Select" screen, hold Z and press B, Up, L, B, A, START, A, Up, R. The game will imediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2

Unlock all Trainers

When you start a two-player game, at the "Trainer Select" screen, hold Z + L + R on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the

Debug Menu

Choose "Load" from the main menu; if you have a controller pak with Quake saves, press B to exit to the password screen: if not choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

Multiplayer Codes

Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with Quake II saves, press B to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press B to back out of the single-player menus and start a game in multiplayer mode to see the effects:

S3TC OOLC OLOR S???—Changes the backaround colors

S3T1 NF1N 1T3S H0TS—Infinite ammo S3TL OWGR V1TY ????-Low gravity

RAZOR FREESTYLE SCOOTER

Unlock Everything

At any time during gameplay, press START to pause the game, then press Right, Down, Right, Left, Right, Up, Right, Right. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items

Cheat Codes

From the main menu, select "Load Game, then input any of the codes below. You'll automatically return to the main menu after entering a correct code

Invincibility—Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, C, C, C, C, D Infinite Ammo—Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C, C, C, C, €

Play as Hunk—Up, Down, Left, Right, Left, Left, Right, Right, L, R, C@, C®, C®, C®, C® Play as Tofu—Up, Down, Left, Right, Left, Left, Right, Right, L, R, C@, C®, C®, C®, C®

Secret Codes

During gameplay, press START to pause, then enter any of the following codes All vehicles-Up, Down, Z, R, Left, Up, Down, Left, Down, Down

Heavier rocket—Up, Right, Right, R, Right, R, Z, R, R, Up Low friction—Up, R, R, Left, Z, Z, Down, Left,

Up, Right Low gravity-Z, R, Z, R, Down, R, R, Right,

Super Grab Field-Down, Left, Right, Z,

Down, Right, Down, Down, Down, Left Super Speed—Z, Right, Down, Up, Down, R, Up. Down Left Up

At any time during the game while you are in control of Shaggy (but not at the inventory screen or pause menu) enter either of the fol lowing codes using the C buttons and the D-

Infinite Courage Meter—Hold L and press C⊕, C⊕, C⊕, C⊕, C⊕, Up, Right, Down, Left, Up,

Left, Down, Right, Up, Down. Skip to the Next Episode—Hold L and press C⊕, C⊕, C⊕, C♥, Up, Down, Up, Down, Right, Left, Right, Left.

Cheat Menu

Choose "Enter Cheat" from the main men and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

A C E-Higher difficulty

B L A M E U S—Group shot of developers C H I C K E N—Access bonus level

C R E D I T S—See the game's credits D E A D D A C K—Unlocks all stages at the Select Level screen

DIRECTOR—Enables "Showroom" menu at the Options screen

F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen

I G I V E U P—Infinite lives KOELSCH—Changes the V-Wing into an

automobile M A E S T R O—Enables the "Concert Hall"

option at the "Showroom" menu
TOUGHGUY—Finish levels with 0:00 completion time, all friendly saves and bonuses

collected TIEDUP-With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press Up to ac-

cess the TIE Interceptor Unlock Naboo Starfighter

Choose "Passcodes" from the Options menu. Enter the code "HALIFAX?" and select "Enter Code," then enter "! Y N G W I E ! and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Se lect Your Craft" screen you'll see that the Naboo Fighter from Star Wars Episode I: The Phantom Menace has been permanently added to the list of available ships.

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick): Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down. A new menu item, "Cheats" will appear. After entering this menu, you can press Right and Left to cycle through the different lists of stages.

Secret Scene

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the RESET button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the RESET button down.

Secret Game Mode

Choose "Single" from the main menu, then choose "Single from the main mend, die... choose the "New Name" option and enter the name "LINES". A new game mode called 'Lines" will appear at the bottom of the menu on the right side of the screen Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C⊕ + C♥ and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name Saturn, Flying Saucer, Rocketship, Heart, Skull, "Start" and enter the "Rescue, Now choose 'Hide + Seek" or Puzzle" game modes; you'll find that you can now choose any stage to start on

Choose "Single" from the main menu then choose the "New Name" option. At the name entry screen, hold C⊕ + C♥ and press the L button as above to change the numbers or the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

HAWK'S PRO SKATER 3

Secret Codes

At any time during gameplay, press START to pause, then enter any of the following codes (use the D-pad for the directional commands).
You'll see the pause menu shake left to right briefly after entering a correct code. Note The effects of codes marked with an asterisk (*) may not be visible until after you choose "Retry" from the Paused menu or select a different level

10x points—Hold L and press C♥, C♥, C♥, C♥, C♥, C♥, Right
Moon physics—Hold L and press Left, Down,

C[®], Down, C[®] (hold C[®] during a jump to lev-

Slightly faster skater—Hold L and press Up, Down, Left, C. Right, C. C. C. C.

Add "Skip to Restart" option to the Paused menu*—Hold L and press Left, C[®], Left, C[®], Left, C³, C³, C³

Kid mode*—Hold L and press Down, Right, Down Right CA CA CA CA —Hold L and press Left, Left, Left, Big head*

C®, Up, Right, Down
Matrix mode—Hold L and press C®, Right,

C®, Down, Left, Up, C® Wireframe graphics—Hold L and press C.

C⊕, C⊕, Left, Up, C⊕, C⊕ Sim mode (realistic physics)—Hold L and press

C♥, Left, C♥, Right, C♥, Up, C♠, Down, C♥, Left, C[®], Right, C[®] Smooth-shaded graphics—Hold L and press

Left, Down, Right, C[®], C[®], C[®], Up, C[®]
Disco mode—Hold L and press C[®], C[®], Up, Down, C®, C♥, Up, Down, C®, C®, C®, C®,

Level Select

At the main menu, press Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down, You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

Ride the Dolphin

Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible

stunts (handstand, ride backwards, stand up somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the nonramp stunts at the beginning of the course before you reach the ramps; you can even do one stunt-like the stand and somersaultbefore you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character hold Up on the D-pad while holding Down on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

Codes Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've per-

formed the code correctly. Unlock Trial mode-Up, Down, Down, Right, Right, Right, Left, Left, Left, hold Co and press START.

Unlock Max Power Mode -L. CO. CO. CO. C, C, C, C, C, C, C, L+START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold Co and press START.

Secret Codes

At the main menu, press Right, Right, Left, Left, Right, Left, Right on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Unlock Despair—C®, C®, C®, C® Unlock Bunny Despair—C, C, C, C, C, C Let Xena battle Gabrielle in Quest mode—C, C. O. C. O.

Unlock "Titan" difficulty level—C⊕, C⊕, C⊕,

Battle Codes

At any time during a battle, hold down the Target button (Usually A) and press Right, Right, Left, Left, Right, Left, Right on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target

Ice Fighters—Strong Punch, Strong Punch, Tar-Invincibility-Strong Punch, Strong Punch,

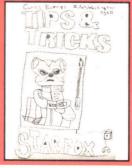
Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target One-Hit Kills-Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak

Big Heads—Crouch Big Feet—Jump

Snow Fighters—Strong Punch, Strong Punch, Crouch

Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick Weak Kick, Crouch









February 2003



Cheat Codes

Enter the following codes at the title screen, while the words "Press Start" are stretching All characters unlocked—L, L, B, B, R, R, L, R All levels unlocked-Up, Down, Up, Down, Left, Right, B, R

O G O N R T P C—All Levels Unlocked (Sarge) N Q R D G T P B—All Levels Unlocked (Vikki)

Unlock Everything

At the main menu select "Ontions" then select "Password." Next, press Down, A, Down, A. Up. Up. A. Down, Down, A. Up. A.

Cheat Codes

At any time during a single-player game, press SELECT to access the Game Menu, then press L, Right, B, L, R, Left to access the BS-BODSOM computer terminal. Highlight "CLI 'Password Required'" and press A, then enter any of the following cheat passwords:

H E A—200 health G O D—Invincibility W E A P—All weapons

A M M O-Max. ammo for all weapons

A R M-May armor K E Y—All keys

M O N—Enemies appear on map as gray dots F R E-Freeze all enemies

BRITNEY'S DANCE BEAT

H M N F K—Unlock all songs + video (Easy difficulty)

N X R F P-Unlock all songs + video (Hard difficulty)

Cheat Passwords

K N G H T S F R—All keys available L M S P L L N G—All maps available THRBLDNS-All weapons available N D C R S D R T-Infinite ammo H L G N D S B R—Infinite health

N F T R W L L H-Level skip (press START to pause the game, press A to select the map then press SELECT on the map screen to skip the current level)

Cheat Codes

At any time during the game, press START to pause, then enter any of the following cheat codes at the pause menu

Fast Dexter-L, R, R, R, R, L, R, L, R, R, L, L, R, L.R.R Strong Dexter-L, L, R, R, R, L, L, R, L, L, R, R,

L, R, L, R Get double ammo—L, R, R, R, L, L, R, R, L, L, L,

L, R, L, L, R Less damage—L, R, R, R, R, L, L, L, R, L, L, L, L,

LLR Robots are weak-L. L. R. R. L. R. R. L. L. L. L.

R, R, L, L, L One more try—L, L, R, R, L, R, L, L, L, R, L, L, R, R. L. L

Low gravity-L, L, R, R, R, R, R, R, L, L, R, R, L, L. L. R

Dexter-roo-L, L, R, R, L, L, R, L, R, R, R, R, R, L, L, L. R

Slippery floor-L, L, R, R, R, L, R, R, R, L, L, R, R. L. L. R.

LLL Fast enemies-L, R, R, R, R, R, L, L, L, L, R, R, R,

R. L. L Strong enemies—L, L, R, R, R, R, L, R, R, R, L, L, L, L, L, L, L

Cheat Codes

At any time during the game, press START to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't wor

Hold L + R, press B, A, A, A, A, A, A, A-Computer area map

Hold L + R, press B, B, A, A, A, A, A, A—Radiation shielding suit

Hold L + R, press A, A, B, A, A, A, A, A—God Mode Hold L + R, press A, B, B, A, A, A, A, A-All

weapons + refill amn Hold L + R, press B, A, B, A, A, A, A, A-Berz-

Hold L + R, press B, B, B, A, A, A, A, A—Temporary invulnerability

Hold L + R, press A, B, A, A, B, B, B, A-Skip to

Cheat Codes

At any time during gameplay, press START to pause, then enter any of the following codes: Hold L + R, press B, A, A, A, A, A, A, A—Comnuter area man

Hold L + R, press B, B, A, A, A, A, A, A—Radiation shielding suit

Hold L + R, press A, A, B, A, A, A, A, A—God Mode

Hold I + R press A B B A A A A A-AII

weapons + refill amr Hold L + R, press B, A, B, A, A, A, A, A-Berz-

Hold L + R, press B, B, B, A, A, A, A, A-Temporary invulnerability

During the introductory video scene that ap pears before the game's title screen, press Up, Down, Left, Right, B, A; you'll hear a chime to confirm the code. Now Goku's health meter will not be depleted when he is attacked.

Unlock Everything

At the main menu, select "Top Secret Cars, then enter "2 9 8 0 1" as your password. You'll immediately view the game's credits, and afterward every car, course and mode will be unlocked

Extra Difficulty Level

Highlight "Difficulty" at the Options menu and press Left, Left, Left, Right, Right, Left, Right, B. You must enter the code very quickly, especially the last three buttons; if you're too slow, you'll be sent back to the main menu when you press B. If you're fast enough, a new "Impossible" difficulty level will be unlocked.

Secret Cheats Menu

At any time during gameplay, press START to pause, then hold L and press Left, Up, A, Up, Left, A. START, SELECT, A secret menu will ap pear with a level select and other options.

Stage Skip

At any time during the game, press START to pause, then press Right, R, B, A, L, L, A, R to skip to the next stage

At the name entry screen, select "Entry," then enter your name as "T&T". Next, start any game under that name. When you reach nachine selection screen, press L, R, START, R, L, SELECT. A secret password screen will appear, Enter V - J 4 + 6 V 9 A - 3 0 as your password. Now you'll be able to select the Jet Vermillion

Unlock All Wrestlers

Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Enter the following names exactly as shown:

- Change the nickname from "Fire Fighter" to "ALL"
- . Change the first name from "FIRE PW" to "STYLE
- Change the last name from "A" to "CLEAR" Now press START to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

Customize Player Names

At the name entry screen that appears when you start a new game, press SELECT three times; you'll hear a chime. After you choose a name for the main character, you'll be able to choose different names for Garet, Ivan and Mia. At any time before you've finished naming these three characters, press Up, Down Up. Down, Left, Right, Left, Right, Up. Right, Down, Left, Up, SELECT and you'll be able to rename Felix, Jenna and Sheba as well.

Power-Up

At any time during the game, press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A. When you unpause, your ship will be equipped with the highest level of all power-ups. This code can only be used once

ecret Codes

Enter the following codes at the title screen • Hold L + R + Up and press B to watch the ending credits

- Hold L + R + Right and press B to unlock Extra 1 mode (go kart racing)
- Hold L + R + Left and press B to unlock Extra
- 2 mode (formula car racing) · Hold L + R, point the D-pad in the
- Down/Right position and press B to unlock all
- . Hold L + R. point the D-pad in the Up/Left position and press B to unlock all cars
- . Hold L + R, point the D-pad in the Up/Right position and press B to unlock all courses
- S/PD W1/H L8Q8 >VbB—Unlock all Championship Mode classes

Play as Helga At the "Area Select" screen, press **Up**, **Down**, Right, Left, Left, Right, Down, Up, SELECT. To play as Arnold, just enter the code again.

- * 7 * M M 1 4—Statue of Liberty: In the Statue * 3 H M L 1 4—Statue of Liberty: The Flame of Liberty
- R 3 * 3 M 6 4—The Tower: The Tower Keeps Watch
- R 7 H 3 L 6 4—The Tower: The Lift
- * C H 3 L 2 4—The Tower: Higher Than Every-
- thing * H * 3 M 2 4—The Great Wall: At the Foot of the Great Wall

R 5 * 3 M R 4—The Great Wall: On the Great Wall

* 3 R M 3 3 P—Big Ben: The Palace

R H R M 3 7 P—Big Ben: The Top R C 7 M 2 7 P—Egypt: The Valley of Kings * 9 R 3 3 X P—Egypt: The Great Pyramid

Stage Select Enter the Password entry screen and enter the code *\$H0WT1M3*. Now you'll find two new items at the Options menu: "Start Level" al-lows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.

Enter the Password entry screen and enter the code *S3L3CT0N* (be sure to include the symbols). Now you can exit to the title screen at any time by pressing the SELECT button during the game

Picture Gallery Enter the password *G4LL3RY* (be sure to include the * symbols). This allows you to view

a "slide show" of Iridion 3D artwork.

Stage Select

At the title screen—when the words "Press Start" appear—hold the R button and press B, A, Left, Down, Up, Right. A menu will appear that allows you to warp to any stage. Set the "Scrolls" option to "All" to start with all the Special Scroll Attacks.

Enter the following password: Palm Tree, Lamp, Frog, Glove, Kao. After entering it correctly, you'll be sent to the level-select screen with every level unlocked

Secret Code

Choose any game from the main menu, then—when the game's "attract mode" or title screen appears-press Up, Up, Down, Down, Left, Right, Left, Right, B, A. This code has a different effect in each of the six games as follows:

Frogger—Enhanced graphics + music Scramble—Enhanced graphics + music Time Pilot—Rapid-fire (hold A button) + extra stage "???? B.C." appears after Stage 5

Gyruss-Enhanced graphics, extra stages + lives Yie Ar Kung Fu—Two extra opponents in 1p mode (Bishoo and Clayman)
Rush'n Attack—Start with seven lives instead

of five + two extra stages appear after Stage 4

Passwords

Wolf's Fang Peak—GAZE, MEDI, HAXE, PATH BONE, TREE, LINK

Angkor Wat-KURZ, HELL, WEEK, MEMO. HEAR, FITZ, ELRC, CLIK, MGSL

Laconia Island-ROMA, MONK, AEON, TIME, OLIM, LAND, DART

Teg-Du-Bhorez Headquarters—HILL, CHEX, STLK, MECH, ARKD, MUSH, SPOK, LITH See the credits—ARIA

99 Lives

Highlight "Start Game" at the main menu, hold R + SELECT and press A to begin the game with 99 lives.

asswords

Level 1: Kuai-Stitch, Ray Gun, Stitch, UFO, UFO, Stitch, UFO Level 2: Lilo 1—UFO, Ray Gun, Stitch, Stitch,

UFO, Stitch, UFO Level 3: Space 1—Stitch, Pineapple, Stitch, UFO, Stitch, Stitch, UFO

Level 4: Junkyard—UFO, Pineapple, Stitch, Stitch, Stitch, Stitch, UFO Level 5: Lilo 2—Stitch, Ray Gun, UFO, UFO,

UFO. UFO. Stitch Level 6: Space 2—UFO, Ray Gun, UFO, Stitch,

UFO, UFO, Stitch Level 7: Trains—Stitch, Pineapple, UFO, UFO, Stitch, UFO, Stitch

Cheat Passwords L V F R V R D D—Invincibility

N F N T M M D D-Infinite ammo LLWPNSDD—Have all weapons

Level Skip

At any time during gameplay (not while paused), hold L + R + A and press Up to complete the current level. Invincibility

At any time during the game, press START to pause. At the pause screen, hold L + R + B and press Down; you'll hear a special sound effect to confirm. Now your energy will automatically refill whenever it gets too low. Entering the code again will disable it.

Passwords
Around the House—L R B 1 3 G Don't Look Down-7 O C Z B 9

Unlock Beach and Street Courts At the main menu, select "Season," then se lect "Password." Next, enter "L H N G G D B L B J G T" as your password. The text "Courts Unlocked" will appear briefly at the bottom

of the screen. NFL BLITZ 20 Secret Teams

At the title screen—after the words "PRESS START" appear—press A, B, SELECT, Up, Right, Down; you'll hear a voice say, "Wooh, veah!" to confirm the code. Now you can access two secret teams in Exhibition mode: the Emerson Ogres and Team Midway.

Cheat Code

At the main menu, hold the R button and quickly press START, SELECT, L, SELECT, START, you'll hear Stimpy say, "Oh, joy!" if you're fast enough. Now the secret character is unlocked as well as all tracks, cups and difficulty levels.

Pac-Attack Puzzle Mode Passwords

T M P—Stage 60 S R Y-Stage 10 M W S-Stage 20 W T M—Stage 70 W H T—Stage 30 B S K-Stage 80 B T F—Stage 90 R M N—Stage 40 W L C-Stage 50 L S T—Stage 100

Passwords

Choose "Continue" from the main menu then use the "Enter Password" option to input any of the following codes. Press R at the Options menu to view the Sound Test, Movie Test and View Ending options. ! 0 P 3 N S N D T 3 S T !—Unlock Sound Test M 0 V 1 3 P L 3 S 3 N T !—Unlock Movie Test

SHOWM33ND1NG!—Unlock View Ending DONTN33DM0N3Y-Unlock Boss Mode at Game Start menu

Unlimited Continues When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press B repeatedly. Instead

At the title screen, wait until the boomera appears, then press L, SELECT, A, SELECT, R, A L, SELECT; you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold SELECT and use the L and R buttons to choose a starting stage: when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press SELECT while the game is paused, you'll be sent back to the title screen Level Warp

With the stage-select code in place, start a game, then hold the SELECT button and you can use the D-pad to move Harry Jr. to any part of the current stage. Infinite Weapons

With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the SELECT button and press B; you'll see the item counters jump to 99.

POWER RANGERS TIME FORCE

Password

Enter the password "8 Q S D" to start the game at the last boss.

POWER RANGERS WILD FORCE

M S B T—Ghost Town / Turtle Cove Park 3 4 S B T—Factory

M 3 9 B B-Turtle Cove Harbor N 5 9 B F-Cruise Ship

P P S B G—Temple Ruins / Jungle

7 P 9 C J—Animarium

ecret Codes

At any time during gameplay, press START to pause the game, then enter any of the following codes. After entering a correct code you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code.

99 lives-Left, Right, Down, Right, Left, R Unlock all levels-Up, Left, Right, Down, Right, L

nvincibility—Right, Up, Right, Left, Right, R All powers-Down, Left, Right, Left, Up, L 25 extra Tings—R, Up, Left, Right, Left, L Infinite Continues

"Continue!" screen, press Up, Down, Right, Left, START before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same; you can repeat this code each time you run out of lives to continue indefinitely. NOTE: This code will not work unless the number of continues remaining is three or less.

Secret Characters

Enter the following codes at the main menu to unlock the three hidden characters:

- · Michael Jackson-Highlight the word "Arcade," then press Left, Left, Right, Right, Left, Right, then L + R simultaneously
 • Rumbleman—Highlight the word "Champi-
- onship," then press Left, Left, Right, Left, Right, Right, Left, Right, Left, then L + R si multaneously
- · Shaquille O'Neal-Highlight the word "Surthen press Left, Left, Left, Right, Right, Left, Left, Right, then L + R simultane ously

THE REVENGE OF SHINOBI

6 7 M B - F N N G - V L & Y - F W Z 5—Unlock all stages

Choose "Password" from the main menu and press Right, L, Up, Down, B, Left, Left, Right, Left to unlock all levels in one-player, multiplayer and Deathmatch modes.

Enter the password "JSJRJKSLXCFJ" to begin the game with all six levels accessible.

Stage Select + Character Select

At the main menu, select "Continue," then press Down, Down, Right, Up, Right, Up, Right, Down, Down, START. A stage select

menu will appear. At the stage-select menu. point the arrow to the name of the stage you want to play, then press **START** to play as Mathayus or SELECT to play as Cassandra

Ecco the Dolphin: Cheat Menu

game and move Ecco left and right. Press START to pause while Ecco is turning you have to catch him while he's facing you. Next, press Right, B, R, B, R, Down, R, Up. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

Sonic Spinball: Stage Select Choose "Options" from the title screen, -when the Options menu appearspress L. Down, R. Down, A. Down, L. R. Up. L. A, Up, R, A, Up; you'll hear a fanfare to confirm the code. Now return to the title screen

- and enter one of the following codes:

 Hold L and press START to warp to the "Lava Powerhouse" star
- · Hold R and press START to warp to "The Machine" stage.
- · Hold A and press START to warp to the "Showdown" stage.

OFJ7MP9N?5CM4—All boards and levels unlocked for Shaun Palmer

Play as Sonic w/Tails

Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic then press Up, Right, Down, Right, L, Right, R, Right, A. You'll hear a chime to confirm. Now vou'll be playing as Sonic with Tails following behind you, just like Sonic the Hedgehog 2 on the Sega Genesis.

Enter the password "J V 3 1 -" to begin the game with all levels unlocked and all items

GEBOB SQUAREPANTS: SUPERSPONGE

Enter the password "WMBT" to select any

TS ILLUSTRATED FOR KIDS: BASERALL

Cheat Codes

Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all-star players to your roster: BESTBUYSTR-Michael Quince (1B) SIKSTAR-Eddie Penn (2B) B A M S T A R—Riley Waters (SS) G A M E S T O P—Keith Fisher (3B)

S I K P O W E R—Tecumseh Brown (LF) E B R U L E S-Nateo Geooni (CF) GOCIRCUIT-Mark Modesto (RF) OYRUSCOM—Mateo Demoni (C) TARGETPLYR—George Stocks (P)

ILLUSTRATED FOR KIDS: FOOTBALL

Cheat Codes

Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all-star players to your team: IRCUITFUN—Mark Haruf (QB/SS)

TARGETSTAR—Ryan Hunter (RRB/SS) TOUCHDOWN—Sammy Rivera (LE/RILB) BESTBUYPWR—Wayne Selby (C/RT) RZONESTAR-Hal Church (LG/LOLB) E B P L A Y E R—Eddie Brown (LRB/ROLB) B A M P L Y R-Mac Marshall (RRB/FS) SIKPOWER-Rob Lewis (LRB/ROLB) SIKSTAR—Sandy Sanders (RE/LOLB)

Secret Code

Enter any of the following codes as your name when creating a new agent file; corresponding cheat will then be active, but only when using that particular file: E D A C R A—Unlock Arcade Mode

S U P E R S P Y—Unlock "Super Agent" difficulty option at mission select menu B U Y M K D A—Unlock all cheats at System Options menu

Unlock Everything

Note: You must clear all three agent files in order to enter this code. Select the first file and enter your name as "BEST". Next, select the second agent file and enter your name as "GAME", then select the third agent file and enter "EVER" as your name. Now select the 'BEST" save slot and you'll find that Arcade Mode, all of the cheats and all of the missions have been unlocked, including the "Super Agent" missions. Once this code is in place, you may delete the "GAME" and "EVER" agent files if you wish. Blood Code

During any of the "Eliminate Chickens" stages, press START to pause, then press Left, Left, Right, Right, Left, Left, A to make the chickens bleed when you hit them. Enter the code again to disable it.

Clear Cartridge Memory

To reset the "Top Agents" high score table in Arcade Mode, press Up, Up, Down, L, R, L at the copyright screen that appears when you first turn the game on. To erase the entire cartridge memory—including all saved game data-press Left, Left, Right, Left, R, R at the copyright scree

Cheat Codes

At the title screen-while the words "Press Start" are flashing-enter any of the following codes

Down, Up, Down, Left, Right, Up, Left, Up, A—Stage select (highlight the name of any stage in the Atlas and press A to go there)

Down, Down, Up, Up, Left, Right, Up, Down, A-Unlock all Portals Left, Right, Right, Down, Up, Right, Up,

Down, Up, Up, Down, Left, Right, Right, Left,

Down, Right, Up, Left, Left, Up, Right, Down, A-Infinite Powerup Shots (L button) in Sparx

Right, Up, Right, Left, Down, Up, Left, Down, A-Unlock the following special features in Sparx rounds:

- Hold L and press SELECT for all keys
- · Hold Up and press SELECT for shield power-
- · Hold Left and press SELECT for rapid-fire Powerup Shots
- · Hold Down and press SELECT for homing Powerup Shots
- · Hold Right and press SELECT for Smart Bomb Powerup Shots

At the title screen, press Left, Right, Left, Right, Right, Right, Up. Down, B. You'll hear a special sound effect after entering the code correctly. Now, when you start a game, your stock of lives will not decrease after you die.

V C J 0 X Y K—Level Select for Mace Windu or Darth Maul V H R 3 B F J—Level Select for Qui-Gon Jinn

STAR WARS: THE NEW DROID ARMY

Cheat Codes

Enter any of the following codes at the password menu. An "invalid password" message will appear, but the cheats will still take effect. 2 D 4—Enable stage select (press L or R at the main menu to choose a stage)

F R C—Unlock all force powers

T-Start with 200 health and Force power S K Y—Play as Luke Skywalker

B T W—Diagonal control scheme L N G—Unlock "Language" option at Options

menu

Cheat Passwords

Choose "Start" from the main menu, then se lect "Password" and enter any of the follow-

G S H A R D—Invincibility G S B O O M—Infinite Smart Bombs G S M A X—Always have max. weapons

Cheat Codes

Enter the following codes at the title screen while the words "Press START" are flashing Note: The codes must be entered very quickly or they won't register.

Down, Down, Up. Up. Left. Right, Left. Right. B, A—Unlock all stages in Practice mode, all mini-games and "Credits" option at the Game

Left, Left, Right, Right, Down, Down, A-Blocky graphics with improved frame rate Up, Up, Down, Down, Left, Right, Left, Right, B, A-Display "Nice Try" message

At the main menu, select "New Game," When the "Enter Name" prompt appears, enter MUSIC.ON as your name. Instead of starting a game, you'll automatically enter a special mode where you can listen to all of the background music in the game.

GAME BOY

"Popular" Mode
Choose "Marathon" from the main menu, then hold L and press SELECT at the "Select Game" screen in Marathon mode. A new option called "Popular" will appear; this mode features simplistic graphics which are more like the original *Tetris* and does not include the "Ghost Piece" feature.

Main Menu Cheat

The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm:

 Hold R, press START, A, Down, B, A, Left, Left, A. Down-Changes all of the blood and grinding "spark" effects to smiley faces (enter the code again to disable it)

"Paused" Menu Cheats

Press START during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal

• Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START—Unlock Spider-Man as a playable character

• Hold R, press A, Left, Left, Up, Right, B, A, START—Unlock Mindy as a playable character Hold R, press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down-Gives you enough money to unlock all of the game's

• Hold R, press Left, A, START, A, Right, START, Right, Up, START-Zoom in and out repeatedly (enter the code again to disable its effects)

• Hold R, press Left, Up, START, Up, Right— Sets the stage timer to 0:00, ending your run immediately (this code doesn't have any effect in Free Skate mode)

Additional Cheats The following codes can be entered either at the main menu or the "Paused" menu

· Hold R, press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left-Unlocks all of the cheats at the Options menu

• Hold R, press B, Left, Up, Down, Left, START, START—Disable blood effects (enter the code again to turn the blood effects back on)

Hold R. press Right, A. Down, B. A. START. Down, A, Right, Down-This code will not work unless you have already unlocked Spider-Man as a playable character. With the code in place, if you play as Spider-Man and do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen.

· Hold R, press B, A, Left, Down, B, Left, Up, B, Up, Left, Left—All levels 100% complete (this code also unlocks all of the cheats at the Options menu, the two secret characters and gives you all the money in the game). Note: If nter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Career" option from the Career Mode menu or the code's effects will not appear.

Inventory Password

Enter KL987NT465 as your Inventory Password to start with lots of weapons and ammo

Passwords

Choose "Continue" from the main menu, then enter any of these passwords to begin at the stage indicated with three credits: FOREWORD-Level 1: Industrial Island H A M S T E A K-Mini-Game: Soup Kitchen

Manager
NITETIME—Level 1: Industrial Island (Part 2) V E N G E F U L—Level 2: The City PINGPONG—Mini-Game: Discus Tournament D U M P S T E R—Level 3: The City YETIRAFT—Mini-Game: Lazy Sewer o' Fun T I Z E N S—Level 4: The Suburbs PROVIDER-Mini-Game: Yeti Chicken Rancher TONYGOLD—Secret cheat menu

Bonus Stage Menu

At the stage-select screen, hold the SELECT button and press L. L. B. A. R. A secret menu will appear that allows you to play any of the game's mini-battles.

75

102 DALMATIANS: PUPPIES TO THE RESCUE

Garage-Bone, Bone, Paw, Tank Cafeteria—Domino, Bone, Key, Paw Cruella!—Toy, Bone, Bone, Bone

ACTION MAN: SEARCH FOR BASE X

Enter the password "7 ! B !" to unlock all of the game's stages.

ASTEROIDS (Game Boy Color version)

Passwords

Enter these passwords from the "Single Player" option under the main menu. SPACEVAC-Zone 2 STARSBRN—Zone 3 WORMSIGN-7one 4 INCOMING—Zone 5

PROJECTX—Unlock Excalibur ship

QRTREATR—Unlock Classic Asteroids option at the main menu

C H E A T O N X-Unlock cheat menu. Press SELECT in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

ATLANTIS: THE LOST EMPIRE

Stage Passwords

D C N C—Ulysses X D K V —Cove Causeway C F C S-Fire Trial D H C V—Ice Trial T J J T-Volcano Bed J M F J—Atlantis Internal O N F S-Treachery

BLASTER MASTER: ENEMY BELOW

E 6 C A D C K F—Area 1 E 6 D 3 D 3 K G-Area 2 E 7 C 3 D 3 K H—Area 3

E 7 D 3 D 3 K I-Area 4 F 6 C 3 D 3 K O-Area 5 F 6 D 3 D 3 K R—Area 6

F 7 D 3 D 3 K T-Area 8

BOARDER ZONE

1 3 1 0 9 5-Unlock Time Course 4 0 2 0 9 7 1—Unlock Time Course 5

290771-Unlock Trick Course 5 3 1 0 1 6 9-Unlock Slalom Course 5

BUFFY THE VAMPIRE SLAYER

Passwords

3 N K F Z 8—Episode 2 9 M D 1 W V-Episode 3 X T N 4 F 7—Episode 4 S B V P L 2—Episode 5 9 D 6 F 0 S-Episode 6

B N P X Z 9—Episode 7 GH9MRY-See the ending

BUZZ LIGHTYEAR OF STAR COMMAND

Enter the password "8 V V B B" to gain access to Planet Z and all of the preceding levels.

CARMAGEDDON Secret Password

Enter 0 Z 6 S Z D ♥ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY

Stage Skip

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press START to pause, then press SELECT to warp to the end of the current stage.

Level Passwords

Enter the following passwords to start at any level you choose. See page 30 of the game's instruction manual to learn the names of the medals. If you don't have a manual, here are the names of the medals in order (press Down to advance through the list): Bronze, Cross, Valor, Silver, Honor, Bravery, Crown, Diamond. Level 2—Bronze, Cross, Crown, Bravery Level 3—Diamond, Bravery, Honor, Bronze Level 4-Cross, Bravery, Bronze, Bronze Level 5—Crown, Diamond, Crown, Honor Level 6-Valor, Diamond, Cross, Silver Level 7—Honor, Valor, Cross, Bronze Level 8-Diamond, Silver, Cross, Crown Level 9—Honor, Valor, Bravery, Diamond Level 10-Bronze, Bravery, Cross, Bravery Level 11—Silver, Cross, Silver, Diamond Level 12—Bravery, Diamond, Cross, Valor Level 13—Silver, Cross, Bravery, Bravery

Level 14—Valor, Crown, Valor, Valor Level 15-Bronze, Crown, Cross, Honor Level 16-Valor, Silver, Bravery, Bravery Level 17-Bronze, Silver, Valor, Diamond Level 18—Crown, Valor, Diamond, Silver

Level 19-Cross, Silver, Silver, Crown Level 20-Silver, Diamond, Valor, Bravery Level 21—Crown, Valor, Cross, Silver Level 22-Honor, Cross, Crown, Cross

Level 23-Crown, Silver, Cross, Hono Level 24—Honor, Diamond, Valor, Diamond Cheat Passwords

Enter any of the following codes at the password screen just as you would enter the stage passwords listed above. You'll hear a signal to confirm each code: note that it's different from the sound you hear when entering an incorrect password (and Fowler will not say that he doesn't recognize the password). You can enter as many of these codes as you wish in order to combine their effects; you can also enter a stage password when you're done. Infinite time—Diamond, Honor, Cross, Crown

Infinite chicken feed-Valor, Valor, Bravery, Bronze Mr. & Mrs. Tweedy can't see you-Crown,

Bronze, Honor, Valor Walk through solid objects-Cross, Diamond,

Press SELECT while paused to skip stage— Honor, Valor, Bronze, Silver

COMMANDER KEEN Cheat Passwords

BCDF-GHJK-LMNP-ORST-Infinite lives T S R Q - P N M L - K J H G - F D C B—Access

to all missions

DEXTER'S LABORATORY: ROBOT RAMPAGE

Play As the Super Robot At the title screen—while the words "Push

Start" are flashing-press the A button and the B button ten times each, then press SE-LECT; you'll hear a sound to confirm the code. Now you can choose the Super Robot at the character-select screen.

GHOSTS 'N GOBLINS

Quest 1 Passwords L♥K♥♥♥BL—Level 2

Q 0 M ♥ ♥ ♥ 1 H—Level 3 P S 5 ♥ 7 ♥ B 4—Level 4 T J R ♥ 7 ♥ 2 h—Level 5

J J T ♥ 7 ♥ 7 L—Level 6 K D C ♥ H ♥ S H—Final boss

Quest 2 Passwords G N ♥ ♥ K 0 0 H—Level 1 G N 1 ♥ 5 0 8 J—Level 2

X 4 3 ♥ 5 0 M R—Level 3 L S 5 H 9 1 1 4—Level 4 D N 7 ♥ 9 3 ♥ 7—Level 5

X N 9 ♥ 9 3 3 3—Level 6 N 8 C ♥ K 4 0 N—Final boss

Unlock Hidden Characters

Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

KLAX (Game Boy Color version)

Yellow alien, pillar, pillar, red circle-Wave 1.

Red circle, yellow alien, blue square, yellow alien-Wave 5 completed

Yellow alien, yellow alien, blue square, green alien-Wave 10 completed Green diamond, yellow alien, green alien,

green diamond-Wave 15 completed Green diamond, blue square, green diamond, green alien-Wave 20 completed

Pillar, yellow alien, blue square, pillar—Wave 25 completed

Green alien, red circle, pillar, pillar-Wave 30 completed

Red circle, red circle, yellow alien, yellow alien—Wave 35 completed Pillar, green diamond, green diamond, red cir-

-Wave 40 completed

Yellow alien, green diamond, red circle, pil-lar—Wave 45 completed Blue square, green diamond, yellow alien, blue square—Wave 50 completed

Pillar, blue square, blue square, yellow alien-Wave 55 completed

Red circle, blue square, red circle, green alien—Wave 60 completed Red circle, green diamond, green diamond,

green alien —Wave 65 completed Red circle, blue square, blue square, pillar-

Wave 70 completed Green alien, green alien, yellow alien, red circle—Wave 75 completed

Pillar, red circle, red circle, pillar-Wave 80 completed

Blue square, green alien, green diamond, red circle—Wave 85 completed

Yellow alien, green alien, red circle, green di-amond—Wave 90 completed Pillar, pillar, green alien, blue square—Wave 95 completed

Pillar, vellow alien, green diamond, green dia-

mond—See the credits Blue square, pillar, green diamond, green

-Read the "story of Klax" Yellow alien, pillar, pillar, green alien-Read the real story of Klax

Green alien, green alien, red circle, blue square—Mini-game (programmers' heads) Red circle, green diamond, blue square, green alien-Mini-game "Snake"

Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

THE LION KING SIMBA'S MIGHTY ADVENTURE

Cheat Menu

At the title screen, press Left, A, Right, Down, A, SELECT, SELECT. A cheat menu will appear, allowing you to start with 99 lives, the amulet and more. Choose "Continue" at the cheat screen to access a level-select menu.

M&M'S MINIS MADNESS

The Warehouse, part two-Green, Blue, Yellow, Red, Yellow, Yellow

The Conveyors, part one-Green, Blue, Green, Red, Green Yellow The Conveyors, part two-Red, Yellow, Or-

ange, Yellow, Brown, Blue The Conveyors, part three-Brown, Green, Red, Blue, Orange, Blue

MARY-KATE & ASHLEY: GET A CLUE!

M H N T G F—The Case of the Missing

N L B R T C-The Case of the Rock & Roll Mys-

R G T M N L—The Case of the Green Ghost FBLHCH-The Case of the Summer Camp Caper

MOON PATROL/SPY HUNTER

Infinite Lives in Moon Patrol

At the title screen, press Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, A; you'll hear a signal to confirm the code. Start Spy Hunter with All Special Weapons At the title screen, press Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, B; you'll hear a signal to confirm the code

MORTAL KOMBAT 4

Extra Credits

At the difficulty select screen, press Up or Down to change the number of credits displayed at the top of the screen; you can start with up to five.

Kombat Codes

At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the num ber of times you have to press Up to change the symbol in each box. You can also advance through the icons in reverse order by pressing Down. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:

1) Highlight the first icon box, press Up once 2) Highlight the second icon box, press Up

nine times (or Down once). 3) At the third box, press Up twice.

4) At the fourth box press Up twice. 5) At the fifth box press **Up** three times. 6) At the last box press **Up** four times.

You'll get a message to confirm proper entry of each code:

1 9 2 – 2 3 4—Unlock Reptile 2 0 5 – 2 0 5—Fight against Reptile

0 0 1 - 0 0 1—Unlimited Run 9 8 7 - 1 2 3—No power bars

1 0 0 – 1 0 0—Throwing disabled

0 2 0 - 0 2 0—Blocking disabled 6 8 8 - 4 2 2—Dark Kombat

9 8 5 - 1 2 5-Psycho Kombat

3 3 3 – 3 3 3—Randper Kombat 0 0 0 – 7 0 7—Computer starts with 1/4 life 7 0 7 - 0 0 0—Player 1 starts with 1/4 life

0 0 0 - 0 3 3-Computer starts with 1/2 life

0 3 3 - 0 0 0-Player 1 starts with 1/2 life

MR. NUTZ

Passwords

D D M M N N-Adventure Park N N R R G G-The Living Room! C C L L R S—Volcano Underpass J J M P P R—Mean Streets S W W T C H-lce Scream

MULAN

Password:

JSFPW-Level 2 OGHXB-Level 3

NBA HOOPZ

Secret Codes

Enter the following codes at the "Play Match" screen just before the game starts. You'll see a confirmation message in the box at the bottom of the screen each time you enter a code correctly. Each code consists of three numbers and a direction on the D-pad: these numbers represent the number of times you must press the START, B and A buttons before pressing the D-pad to "register" the code. For exam-ple, to enter the "Factory court" code, press START three times, B once and A twice, then press Down on the D-pad.

0-1-2-Up-Infinite Turbo 2-2-2-Left-No Fire 1-0-0-Down—Show Hotspot

110850

TIPS&TRICKS Reader Art Gallery



Matt Aronhalt est Grove, OR



en B.



by Coty Brown, Iroquois, IL

by Alex Nelson, Lawrenceburg, II

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

C B T H P M—The Case of Volcano Mystery G M Q T C K-The Case of the Haunted Camp L H D D Q J-The Case of the Fun House Mys-

M D G K M Q—The Case of the Hotel Who Done-It

POKÉMON PUZZLE CHALLENGE

Extra Difficulty Levels in 1P Challenge Mode Choose "Challenge" from the "1 Player menu; at the "Game Lvl." screen, highlight hold SELECT and press A to unlock the "S-Hard" difficulty option. Highlight "S-Hard," hold SELECT and press A again to unlock the "Intense" difficulty setting. Extra Options

Choose "Options" from the main menu, then hold SELECT and press A; you'll hear a chime. Now press Down to find new items at the Op tions menu, including a garbage limiter, an option to change the "slow" speed and the ability to toggle various sounds on or off. View Chain Stats

At the main Records menu, hold SELECT and press A; a new menu screen will appear that lets you view more detailed stats about the chains you've created.

THE POWERPUFF GIRLS: BAD MOJO JOJO

Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features:

ANUBISHEAD (or TARGETGAME)—Unlock the "Professor Utonium" trading card SNOWPOKE (or GAMESTOP)—Unlock the

"Sara Bellum" trading card
ZORCH (or BESTBUYPWR)—Unlock the "Brick" trading card

DOGGIEDO (or EBWORLD)—Unlock the "Rowdyruff Boys" trading card

FIZZAT (or SEARS)—Unlock the "Princess" trading card

TOYSTOWN (or CITYRULES)—Unlock the "Powerpuff Girls" trading card

ROACHCOACH—Unlock the "Roach Coach"

trading card TOYSRUSCOM—Unlock the "Volcano Mountain" trading card

TOWNSVILLE—Unlock the "Utonium Chateau" trading card

SEDUSA—Unlock the "Sedusa" trading card GOGETBUTCH—Unlock the "Pokey Oaks School" secret level

DUSTBOOMER-Unlock the "Townsville Art Museum" secret level

CHERRY-Unlock the "Unlimited Red Chemical X" cheat

LICORICE—Unlock "Black Chemical X" cheat IGOTWINGS—Unlock "Unlimited Flight" cheat DOGMODE—Unlock "Unlimited Lives" cheat GIRLPOWER-Unlock "Unlimited Super At-

CHEMICALX-Unlock "Buttercup Graphic" cheat

BOOGIEMAN-Unlock "Bubbles Graphic" cheat

USESNIPS—Unlock "Boomer Graphic" cheat BESNAILS-Unlock the "Butch Graphic" cheat TAILSRULE—Unlock the "Brick Graphic" cheat BROCCOLOID-Unlock "Mayor Graphic" cheat

BILLSGIRLS—Programmer's message + secret

RICHARDKIM—Error message + secret photo

THE POWERPUFF GIRLS: BATTLE HIM

Choose "Enter Secrets" at the main menu and enter any of the following codes: TOYSTOUGH (or TARGETPUFF)-Unlock the

'Mayor" trading card

RUFFBOYS (or BIGBILLY)—Unlock the "Talking Dog" trading card

ICEBREATH (or BESTBUYHDQ)—Unlock the "Boomer" trading card FLEETFEET (or GOTOSEARS)—Unlock the

"Utonium Family" trading card HOTLINE (or ELBO)—Unlock the "Boogieman"

trading card TALKINGDOG (or TOYSPOWER)—Unlock the

"City of Townsville" trading card
MRSBELLUM (or RICHMONDVA)—Unlock the
"Rainbow the Clown" trading card

MALPHS—Unlock the "Townsville Art Museum" trading card

PRINCESS-Unlock the "Townsville City Hall" trading card

POWERPUFF—Unlock "Evil Cat" trading card GOGETBUTCH—Unlock the "Townsville Skies" secret level

BEATBRICK-Unlock the "Utonium Chateau" CANDYAPPIE-Unlock the "Unlimited Red

Chemical X" cheat MIDNIGHT—Unlock "Black Chemical X" cheat

JETFUEL—Unlock "Unlimited Flight" cheat
UNDEAD—Unlock "Unlimited Lives" cheat PHONECARD-Unlock "Unlimited Super Attack" cheat

MISSKEANE—Unlock "Blossom Graphic" cheat LUMPKINS-Unlock "Buttercup Graphic" cheat

WANTSNIPS—Unlock "Boomer Graphic" cheat SNAILSIAM—Unlock "Butch Graphic" cheat ITOOKTAILS—Unlock "Brick Graphic" cheat MCCRACKEN-Unlock "Mayor Graphic" cheat BILLSGIRLS-Programmer's message + secret

RICHARDKIM—Error message + secret photo

PAINT THE TOWNSVILLE GREEN

Secret Codes

Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features:

TOYSCIENCE (or TARGETPOWR)-Unlock the "Little Arturo" trading card

TOYSMAGIC (or GRUBBER)—Unlock the "Grubber" trading card

SQUID (or BESTBUYPUF)—Unlock the "Snake trading card KABOOM (or EBSTORE)—Unlock the "Big

Billy" trading card
FLEETFEET (or SEARSRULES)—Unlock the "Ms. Keane" trading card

WUNK (or GOCIRCUIT)-Unlock the "Ace" trading card

ROWDYRUFFS-Unlock the "Butch" trading card

RZONE—Unlock the "Fuzzy Lumpkins" trading card

MOJOJOJO—Unlock the "Broccloid Emperor" trading card AMOEBABOYS—Unlock the "Townsville

Dump" trading card BEATBRICK-Unlock "Utonium Chateau" se-

DUSTBOOMER-Unlock "Bonsai Garden" se-

cret level RUBIES-Unlock "Unlimited Red Chemical X"

EBONY—Unlock "Black Chemical X" cheat IFLYINSKY-Unlock "Unlimited Flight" cheat QUICKENED-Unlock "Unlimited Lives" cheat POWERCALL-Unlock "Unlimited Super Attack" cheat

POKEYOAKS-Unlock "Blossom Graphic"

UTONIUM-Unlock "Bubbles Graphic" cheat SNIPSFORME—Unlock "Boomer Graphic" cheat

LIKESNAILS—Unlock "Butch Graphic" cheat GOTMETAILS—Unlock "Brick Graphic" cheat
OCTIEVIL—Unlock "Mayor Graphic" cheat BILLSGIRLS—Programmer's message + secret photo

RICHARDKIM—Error message + secret photo

BILLHUDSON—Unlock all trading cards, cheats

READY 2 RUMBLE BOXING

Unlock Hidden Boxers

Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted

Unlock Kemo Claw—Press Left, Left, Left, Right, Right, Right, Left, Right, Left, Right. Unlock Nat Daddy-Enter the code above then press Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.

Unlock Damian Black-Enter the code above then press Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.

SHAMUS

Cheat Passwords

Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve: 5 G F 3 S G V 1 V—Level 1: The Laboratory

4 G F 3 S G V 1 T—Level 2: Shadow Studios 7 G F 3 S G V 1 X-Level 3: Abandoned L.A. Subway System

6 G F 3 S G V 1 V-Level 4: The Shadow's Lair Hotel and Casino

SHREK: FAIRY TALE FREAKDOWN

Z P M H L C M R Q—Unlock all characters

SNOOPY TENNIS

W W X R-Unlock all characters

SPIDER-MAN 2: THE SINISTER SIX Cheat Code

Enter any of the following codes at the title Unlock "Nightmare" difficulty level-Un

Down, Right, A (or A, B, SELECT, Up, Right, Down)

Play secret mini-game-A, B, A, B, Down Infinite webbing-Left, Down, B, Up Web kills enemies instead of immobilizing them-Down, A, B, A, A Cheat Menu (stage select, infinite health, infi-

nite webbing)—B, A, Left, Down, Up, Right

LEGEND OF THE LOST SPATULA

Cheat Code

enter "D3BVG-M0D3" as your password. You will start the game with all of the items in your inventory. You will also find a new option called "Level Select" at the Pause Menu; this allows you to skip to any stage. Note that using this code may cause the game's graphics to become corrupt during normal gameplay or at the map screen.

STAR WARS EPISODE

OBI WAN'S ADVENTURES BOVOK-Level 2

W N L R M—Level 3 SDGNK-Level 4

Diego,

Erwin

by E

C N L M L-Level 5 BXGTG-Level 6 Q S R V J—Level 7 TKG 17-1 evel 8 LPZCP-Level 9

TARZAN (Disney version)

Note: The following codes are shown in numerical form. To enter them, you must press Up on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:

 Highlight the first character of the password, press Up once

 Highlight the second character, press Up twice

Highlight the third character, press Up six

· Highlight the last character, press Up three

Now you can press START to lock in the password.

3 1 2 3—The Jungle is my Playground

0 0 4 5—I'm No Second Banana

1 2 6 3—Jungle Legend 6 6 2 0—Go Out on a Limb

5 4 3 6—Ship Escape

WORMS ARMAGEDDON

Passwords

In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored worm.

2 2 5 5—Construction 5 2 2 6-Tools Site

6 3 1 6-Medieval

1 2 4 5—Egypt 3 6 3 1—Pirate 1 4 5 1-Fruit 2 6 4 3-Hell 4 1 3 6—Treehouse 3 6 4 4-Alien 4 3 3 3—Circuit 5 4 1 3—Garden

3 2 6 6-Snow WWF BETRAYAL

Debug Mode Password

At the title screen, select "Continue," then enter "4 2 3 2" as your password at the following screen. If you entered it correctly, a debug screen will appear where you can select any level, make yourself invincible and more.

X-MEN MUTANT ACADEMY

Unlock Phoenix

At the title screen, press Down, Right, Down, Up, Left, Right, B. A. If you entered the code correctly, you'll see a special message appear. Unlock Apocalypse

At the title screen, press Right, Left, Up, Down, Left, Up, B, A. If you entered the code correctly, you'll see a special message appear.

X-MEN: WOLVERINE'S RAGE

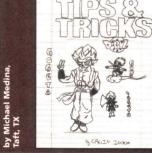
At the title screen—when the words "Press Start" appear—press Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Right, Right, Right, B, A; you'll hear a sound to confirm the code. Note: After you hear the sound, you must press **START** to advance to the main menu before the title screen fades or the code will not work. With this code in place, you can skip to the next stage at any time during the game by pressing SELECT.

YU-GI-OH! DARK DUEL STORIES

4 2 3 8 2 4 4 3—See the credits

6 5 4 3 7 2 0 5—Yugi's Grandpa appears to give you an extra card after every victory









k Cramer, OH by Patrick ' Lebanon, C Patrick

GAME BOY COLOR





Codes for use with **Action Replay V2 Game Enhancers** (Codes are 100% compatible with GameShark 2 brand Game Enhancers)

PlayStation 2

DDR Max 0E3C7DF2-1853E59E + EE8E266E-BCB980B2-[M] Must be on CE498E18-BCA99F82—Full Dance Meter CE498E18-BCA99B83—Empty Dance Meter (Player 1) DE498E2E-F7436482—Huge score (Player 1) 0E498CE6-BCA99B84 + CE498CE6-BCA9C292-Huge combo (Player 1) CE498D66-BCA9C292—Max. perfect (Player 1) CE498D66-BCA99B83—No perfect (Player 1) CE498D62-BCA9C292—Max. great (Player 1) CE498D62-BCA99B83—No great (Player 1) CE498D6E-BCA9C292—Max. good (Player 1) CE498D6E-BCA99B83—No good (Player 1) CE498D6A-BCA9C292—Max. almost (Player 1) CE498D6A-BCA99B83—No almost (Player 1) CE498D76-BCA9C292—Max. boo (Player 1) CE498D76-BCA99B83-No boo (Player 1) CE498DC2-BCA99B84—Always AAA rank (Player 1) CE498DC2-BCA99B85—Always AA rank (Player 1) CE498DC2-BCA99B86—Always A rank (Player 1) CE498DC2-BCA99B87—Always B rank (Player 1) CE498DC2-BCA99B88—Always C rank (Player 1) CE498DC2-BCA99B89—Always D rank (Player 1) CE498DC2-BCA99B8A—Always E rank (Player 1) CE44434C-BCA99F82—Full Dance Meter (Player 2) CE44434C-BCA99B83—Empty Dance Meter (Player 2) DE444352-F7436482—Huge score (Player 2) 0E44410A-BCA99B84 + CE44410A-BCA9C292-Huge combo (Player 2) CE44428A-BCA9C292—Max. perfect (Player 2) CE44428A-BCA99B83—No perfect (Player 2) CE444296-BCA9C292—Max. great (Player 2) CE444296-BCA99B83—No great (Player 2) CE444292-BCA9C292—Max. good (Player 2) CE444292-BCA99B83—No good (Player 2) CE44429E-BCA9C292—Max. almost (Player 2) CE44429E-BCA99B83—No almost (Player 2) CE44429A-BCA9C292—Max. boo (Player 2) CE44429A-BCA99B83—No boo (Player 2) CE444276-BCA99B84—Always AAA rank (Player 2) CE444276-BCA99B85—Always AA rank (Player 2) CE444276-BCA99B86-Always A rank

Defender

0E3C7DF2-1853E59E + EE9B66CA-BCCC335A-[M] Must be on CE48A33A-BCA9C292—Infinite lives DE48A3C6-C19E7B82-Max. credits C1406BF6-BCA9C292—Max. colonists saved C1406A8E-BCA99B83—No colonists killed C1406AFA-BCA99B83—No mutations D1406BDA-F7436482—Big kill bonus D1406BDF-F7436482—Massive total

Harry Potter and the Chamber of Secrets 0E3C7DF2-1853E59E + EEB2CCCA-BCF5CD5A + DE8FFFFE-F8AA9BE4 + DE8FFFFA-48CA4D2B + DE8FFF86-CCAA9B92 + DE8FFF8E-F8AB9B83 + DE8FFF8A-E0EB9A82 + DE8FFFAE-F8ABDDA3 + DE8FFFAA-E0EB9B83 + DE8FFF46-E0AC9BF3 + DE8FFF42-C4BCA723 + DEB2CC72-C4AC9A43-[M] Must be on DE8FFFB6-68CBA027 + DE8FFFB2-68CBA02B-Infinite health CE4A82B0-BCA99BB5—Max. beans DE8FFF96-68CB9517 + DE8FFF92-68CB951B + DE8FFF9E-68CB951F + DE8FFF9A-68CB9523-Have all Folio Magi Cards DE8FFFA6-68CB952F—Have all Spells **Minority Report**

0E3C7DF2-1853E59E + EEB9CACE-BCF248D2-[M] Must be on CE075836-BCA99B84—Health cheat CE0758BE-BCA99B84 + CE075832-BCA99B84-Invincibility CE0758BA-BCA99B84 + CE07583E-BCA99B84-Slomo button CE075842-BCA99B84 + CE0758C6-BCA99B84— Bouncy men cheat CE07584E-BCA99B84 + CE0758C2-BCA99B84-Infinite ammo cheat CE0758CE-BCA99B84—All weapons cheat CE07587E-BCA99B84 + CE0758F2-BCA99B84— Super damage CE07587A-BCA99B84 + CE075FFE-BCA99B84— Dramatic finish CE075806-BCA99B84 + CE075FFA-BCA99B84-Wreck the joint CE075802-BCA99B84 + CE075F86-BCA99B84-Armor cheat CF07580F-BCA99B84 + CF075F82-BCA99B84-Level skip CE07580A-BCA99B84 + CE075F8E-BCA99B84— Rag doll CE075816-BCA99B84 + CE075F8A-BCA99B84-Level warp all CE075812-BCA99B84 + CE075F96-BCA99B84-**Ending cheat** CE07581E-BCA99B84 + CE075F92-BCA99B84-Unlock all movies CE07581A-BCA99B84 + CE075F9E-BCA99B84-Unlock all combos CE075826-BCA99B84 + CE075F9A-BCA99B84-Free aim CE075822-BCA99B84 + CE075FA6-BCA99B84-Unlock concept art CE07582E-BCA99B84 + CE075FA2-BCA99B84-Baseball bat CE07582A-BCA99B84 + CE075FAE-BCA99B84-Unlock Pain Arenas CE0758CA-BCA99B84—Unlock Nara CE0758D6-BCA99B84—Unlock Moseley CE0758D2-BCA99B84—Unlock Nikki CE0758DE-BCA99B84—Unlock Clown CE0758DA-BCA99B84—Unlock SuperJohn CE0758E6-BCA99B84—Unlock GI John CE0758E2-BCA99B84—Unlock Convict CE0758EE-BCA99B84-Unlock Robot CE0758EA-BCA99B84—Unlock Zombie CE0758F6-BCA99B84-Unlock Lizard

Mortal Kombat: Deadly Alliance

0E3C7DF2-1853E59E + EE8DAE06-BCBAF5FA-[M] Must be on 0EBE5312-BCA99BA1 + DEBE530A-FAA99B83 + 0EBE5312-BCA99BA1 + DEBE530E-FAA99B83-Sudden Death Mode 0EBE5302-BCA99B83 + CEBE5302-BCA99B84---One round to win (Player 1)

0EBE5302-BCA99B84 + CEBE5302-BCA99B83-Never win (Player 1) DEBE530A-FB299B83-Infinite health (Player 1) 0EBE530A-FB299B83 + DEBE530A-FBA99B83-50% health (Player 1) 0EBE530A-FB299B83 + DEBE530A-F8CC738D-One hit = death (Player 1) DEBCAF26-75830F91—Always slowly dying (Player 1) DEBCAF26-75830F91—Never bleed to death (Player 1) 0EBE5306-BCA99B83 + CEBE5306-BCA99B84-One round to win (Player 2) 0EBE5306-BCA99B84 + CEBE5306-BCA99B83-Never win (Player 2) DEBE530E-FB299B83-Infinite health (Player 2) 0EBE530E-FB299B83 + DEBE530E-FBA99B83-50% health (Player 2) 0EBE530E-FB299B83 + DEBE530E-F8CC738D-One hit = death (Player 2) DEBC99CA-75830F91—Always slowly dying (Player 2) DEBC99CA-75830F91—Never bleed to death (Player 2) CEBE5312-BCA99BBF-Infinite round time DE49E80E-F7342243—Platinum Koins DE49E80A-F7342243—Onyx Koins DE49E816-F7342243—Saphire Koins DE49E812-F7342243—Jade Koins DE49E81E-F7342243—Ruby Koins DE49E81A-F7342243—Gold Koins

NCAA Final Four 2003

0E3C7DF2-1853E59E + EE8EFD76-BCD0BC2A-[M] Must be on CEA79EAE-BCA99C6C—Infinite creation points FEA79EBF-BCA99BE6—Max. shooting FEA79EBE-BCA99BE6-Max. free throw FEA79E46-BCA99BE6-Max, range FEA79E41-BCA99BE6-Max. clutch FEA79E44-BCA99BE6-Max. speed FEA79EBB-BCA99BE6-Max. quickness FEA79E40-BCA99BE6-Max. stamina FEA79EBC-BCA99BE6—Max. strength FEA79EB9-BCA99BE6—Max. leaping FEA79EBA-BCA99BE6—Max. shot blocking FEA79EB8-BCA99BE6-Max. stealing FEA79E45-BCA99BE6-Max. passing FEA79E47-BCA99BE6-Max. ball handling FEA79E43-BCA99BE6-Max. offensive rebounding FEA79E42-BCA99BE6-Max. defensive rebounding CEA79EBC-BCA9FEE6 + DEA79EBE-1F0CFEE6 + DEA79EBA-1F0CFEE6 + DEA79E46-1F0CFEE6 + CEA79E40-BCA9FEE6 + FEA79E42-BCA99BE6-Max. stats CEAF1D26-BCA99B83—Home team scores 0 CEAF1D26-BCA99B4B—Home team scores 200 0EAF1D26-BCA99B83 + CEAF1D26-BCA99B97—Home team starts w/20 0EAF1D26-BCA99B83 + CEAF1D26-BCA99BB5—Home team starts w/50 CEAE6FCE-BCA99B8D—Home baskets worth CEAE6FCE-BCA99B84—Home baskets worth 1 CEAE6FCE-BCA99B88—Home baskets worth 5 CEAF1D7A-BCA99B88—Home team infinite time outs CEAF1D7A-BCA99B83—Home team no time CEAF09F2-BCA99B83—Away team scores 0 CEAF09F2-BCA99B4B—Away team scores 200 0EAF09F2-BCA99B83 + CEAF09F2-BCA99B97-Away team starts w/20 0EAF09F2-BCA99B83 + CEAF09F2-BCA99BB5-Away team starts W/50 CEAE6F72-BCA99B8D—Away baskets are worth 10 CEAE6F72-BCA99B84—Away baskets worth 1 CEAE6F72-BCA99B88—Away baskets worth 5

CEAF09D6-BCA99B88—Away team infinite

CEAF09D6-BCA99B83—Away team no time

time outs

outs

CE444276-BCA99B87—Always B rank

CE444276-BCA99B88—Always C rank

CE444276-BCA99B89—Always D rank

CE444276-BCA99B8A—Always E rank

(Player 2)

(Player 2)

(Player 2)

(Player 2)

(Player 2)

Ninja Assault

0E3C7DF2-1853E59E + EE8B8396-BCBC308A-[M] Must be on FE093F36-BCA99BE6-Infinite credits FE093F97-BCA99B84—Fireworks available FE093F91-BCA99B84 + FE093F90-BCA99B84-Unlock extra weapons CE61F81E-BCA99C83 + CE09A7F4-BCA99C83-Infinite health (Player 1) CE61F818-BCA99C83 + CE09A644-BCA99C83-

Infinite health (Player 2) FE61F82E-BCA99BE6 + FE09A7F0-BCA99BE6-

Infinite ammo (Player 1) FE61F828-BCA99BE6 + FE09A640-BCA99BE6-

Infinite ammo (Player 2) FE09A6AA-BCA99B8C + FE09A67A-

BCA99B8C-Infinite ninjutsu (Player 2) CE09A686-BCA99A82—Quick score gain (Player 1)

CE09A656-BCA99A82—Quick score gain (Player 2) FE95A1DE-BCA99B84—Instant clear in bonus

game FE0938EC-BCA99B84—Guren Chapter com-

plete

FE0938EE-BCA99B84—Aoi Chapter complete FE0938EF-BCA99B84—Gunjo Chapter complete FE0938E9-BCA99B84—Arcade complete FE0938E8-BCA99B84—Chapter 1-1 complete

FE0938EB-BCA99B84—Chapter 1-2 complete FE0938EA-BCA99B84—Chapter 1-3 complete FE0938F5-BCA99B84—Chapter 1-4 complete FE0938F4-BCA99B84—Chapter 2-1 complete

FE0938F7-BCA99B84—Chapter 2-2 complete FE0938F6-BCA99B84—Chapter 2-3 complete FE0938F1-BCA99B84—Chapter 2-4 complete FE0938F0-BCA99B84—Chapter 3-1 complete

FE0938F3-BCA99B84—Chapter 3-2 complete FE0938F2-BCA99B84—Chapter 3-3 complete FE0938FD-BCA99B84—Chapter 3-4 complete FE0938FC-BCA99B84—Chapter 4-1 complete

FE0938FF-BCA99B84—Chapter 4-2 complete FE093FFE-BCA99B84—Chapter 4-3 complete FE093FF9-BCA99B84—Chapter 4-4 complete

FE093FF8-BCA99B84—Chapter 5-1 complete FE093FFB-BCA99B84—Chapter 5-2 complete FE093FFA-BCA99B84—Chapter 5-3 complete

FE093F85-BCA99B84—Chapter 5-4 complete FE093F84-BCA99B84—Chapter Final-1 complete

FE093F87-BCA99B84—Chapter Final-2 complete

FE093F86-BCA99B84—Chapter Final-3 complete FE093F81-BCA99B84-Chapter Final-4 com-

plete FE093F80-BCA99B84—Chapter Final-5 com-

plete FE093F83-BCA99B84—Chapter Final-6 com-

plete FE093F82-BCA99B84—Chapter Final-7 com-

plete FE093F8D-BCA99B84-Chapter Final-8 com-

FE093F8C-BCA99B84—Chapter Final-9 complete

FE093F8F-BCA99B84-Chapter Final-10 complete

FE093F8E-BCA99B84-Chapter Final-11 complete

FE093F89-BCA99B84—Chapter Final-12 complete

Run Like Hell

0E3C7DF2-1853E59E + EE841F36-BCD1A5F2-[M] Must be on DE8A7206-BCA99B83—Infinite ammo DE8A7206-BCECABA4—Shoot to add ammo DE87BB4A-E0AB9B8D + DE87BB52-680B9DA7-Infinite armor DE87748A-E02B9BA3 + DE877496-6A4B9BAF + DE876A3E-6A4B9BCB—Max. weapon stats

Rocky

0E3C7DF2-1853E59E + EE85A85A-BCBBF282-[M] Must be on DE9AB17E-FFDD0A89-Infinite time

0E9AB172-BCA99B83 + CE9AB172-BCA99B84—Start on 2nd round 0E9AB172-BCA99B83 + CE9AB172-BCA99B85-Start on 3rd round 0E9AB172-BCA99B83 + CE9AB172-BCA99B86-Start on 4th round 0E9AB172-BCA99B83 + CE9AB172-BCA99B87—Start on 5th round 0E9AB172-BCA99B83 + CF9AB172-BCA99B88—Start on 6th round 0E9AB172-BCA99B83 + CE9AB172-BCA99B89—Start on 7th round 0E9AB172-BCA99B83 + CE9AB172-BCA99B8A-Start on 8th round 0E9AB172-BCA99B83 + CE9AB172-BCA99B8B—Start on 9th round 0E9AB172-BCA99B83 + CE9AB172-BCA99B8C-Start on 10th round DE976EBE-FB299B83 + DE976EBA-FB299B83-Infinite health (Player 1) DE976E46-FB299B83 + DE976E42-FB299B83-Infinite stamina (Player 1) DE976EBA-FAA99B83—Low health (Player 1) DE976E42-FAA99B83—Low stamina (Player 1) CE97683A-BCA99B83—Never TKO'd (Player 1) CE97683A-BCA99B86—Easily TKO'd (Player 1) DE9765FE-FB299B83 + DE9765FA-FB299B83-Infinite health (Player 2) DE976586-FB299B83 + DE976582-FB299B83-Infinite stamina (Player 2) DE9765FA-FAA99B83—Low health (Player 2) DE976582-FAA99B83—Low stamina (Player 2) CE97677A-BCA99B83—Never TKO'd (Player 2) CE97677A-BCA99B86—Easily TKO'd (Player 2) CE912D8A-BCA99BE7-Max. strength CE912D96-BCA99BE7-Max. speed CE912D9E-BCA99BE7—Max. stamina CE912D92-BCA99BE7—Max. determination

Shinobi

0E912D8E-BCA99B83 + CE912D8E-BCA99B8C-

CE912D9A-BCA99BE7—Max. movement

CE9C1FEA-BCA99B99—All boxers/movies

Start on fight 10

0E3C7DF2-1853E59E + EEA7C0AE-BCE1ACAA-[M] Must be on DE9930EE-BF899B8B + DE9930EA-BCA99B83 + DE92846E-BF899B8B + DE92846A-BCA99B83-Take no damage CE7BDC02-BCA99B94 + CE7BDC0C-BCA9AC94 + CE7BDC0E-BCA9AC94—All levels (all difficul-DE7BDC7E-5CE18B83 + DE7BDC06-BBA89A82—All movies

The Simpsons Skateboarding

0E3C7DF2-1853E59E + EE8C95AA-BCB9569A-[M] Must be on CE460C00-BCA9DA82 + CE435684-BCA99B82-Infinite cash CE460C48-BCA9DD4B-Max. speed

CE460C54-BCA9DD4B-Max. turns CE460C50-BCA9DD4B-Max. jumps

CE460C5C-BCA9DD4B-Max. grabs CE460C58-BCA9DD4B-Max. grinds

Sly Cooper and the Thievius Raccoonus

0E3C7DF2-1853E59E + EE86A6DE-BCA99C80-[M] Must be on DE98E64E-FC299B83—Crazy-Insane speed 0E971AFA-BCA99B83 + CE971AFA-BCA99B85—Infinite health CE971A8E-BCA99A82—All secret moves CE971A96-BCA99A82 + CE971A8A-BCA99A82—All movies CE971A86-BCA99BE6-99 coins CE972F8E-BCA99BA4—Unlock Mesa City maps CE972F8E-BCA99BA4—Unlock Haiti maps CE972352-BCA99BA4—Unlock China maps CE972726-BCA99BA4—Unlock all Russia maps CE9730DE-BCA99E6A—Max. Clues in Tide of Terror

CE97342A-BCA99B8A—7 Keys in Tide of Terror CE973436-BCA99B89-6 Vaults in Tide of Ter-

CE973432-BCA99B89-6 Time Trials in Tide of Terror

Grounds CE9737DA-BCA99B84—Unlock Into the Machine CE973762-BCA99B84—Unlock High Class Heist CE9736CA-BCA99B84—Unlock Fire Down Below CE973652-BCA99B84—Unlock Cunning Dis-CE97353A-BCA99B84—Unlock Gunboat Graveyard CE973542-BCA99B84—Unlock Treasure Depths CE9734B2-BCA99B84—Unlock Eye Of The CE972BA2-BCA99E6A-Max. Clues in Mesa CE972FFE-BCA99B8A-7 Keys in Mesa City CE972FFA-BCA99B88-5 Vaults in Mesa City CE972F86-BCA99B88—5 Time Trials in Mesa CE9734C6-BCA99B84—Unlock Rocky Start CE972BBE-BCA99B84—Unlock Muggshot's Turf CE972AAE-BCA99B84—Unlock Big Gamble CE972A26-BCA99B84—Unlock At The Dog Track CE97299E-BCA99B84—Unlock Two Can Tango CE972B36-BCA99B84—Unlock Boneyard Casino CE97288E-BCA99B84—Unlock Back Alley Heist CE972916-BCA99B84—Unlock To The Top CE972806-BCA99B84—Unlock Last Call CE972F76-BCA99E6A—Max. Clues in Haiti CE972342-BCA99B8A-7 Keys in Haiti CE97234E-BCA99B87—4 Vaults in Haiti CE97234A-BCA99B87—4 Time Trials in Haiti CE972F8A-BCA99B84—Unlock Swamp Path CE972F02-BCA99B84—Unlock Dark Center CE972E72-BCA99B84-Unlock Grave Undertaking CE972EEA-BCA'99B84—Unlock Piranah Lake CE972EFA-BCA99B84—Unlock Lair Of The Beast CE972D62-BCA99B84—Unlock Descent into Danger CE972DDA-BCA99B84—Unlock Ghastly Voyage CE972C52-BCA99B84—Unlock Home cooking CE972CCA-BCA99B84—Unlock Deadly Dance CE97233A-BCA99E6A-Max. Clues in China CE972716-BCA99B8A-7 Keys in China CE972712-BCA99B87—4 Vaults in China CE97271E-BCA99B87-4 Time Trials in China CE97235E-BCA99B84—Unlock Perilous Ascent CE9723D6-BCA99B84—Unlock Stronghold CE9721BE-BCA99B84—Unlock King of the Hill CE9722C6-BCA99B84—Unlock Unseen Foe CE97224E-BCA99B84—Unlock Temple of Flame CE972026-BCA99B84—Unlock Desperate Race CE9720AE-BCA99B84—Unlock Duel By The Dragon CE972136-BCA99B84—Unlock Fire Assault CE97279E-BCA99B84-Unlock Flame Fu! CE972722-BCA99B84—Unlock Hazardous Path CE972612-BCA99B84—Unlock Burning Rubber CE97258A-BCA99B84—Unlock Daring Rescue

CE9730EA-BCA99B84—Unlock Prowling

CE972472-BCA99B84—Unlock Sinking Peril **Star Wars: Bounty Hunter**

CE9724FA-BCA99B84—Unlock Temporary Truce

CE972502-BCA99B84—Unlock Bently Comes

0E3C7DF2-1853E59E + EE949B36-BCC22D72-[M] Must be on CEA292FA-BCA99BE6—Infinite credits DEBFF78A-BCAE7A6B—Unlock concept art DEBFF0B2-BCB09A81—Unlock TCG cards CEBFF0AA-BCA99A82 + CEBFF0B6-BCA99A82—Unlock all levels

The Thing

0E3C7DF2-1853E59E + EE8C6406-BCBCD3EA-[M] Must be on DEBD6E92-F8AADD4B + DEBD6E9A-6AAA9B1F-Infinite health DE4E515A-E0AC9BB5—Infinite ammo DEBD62CA-6AAA9F27 + DEBD62D2-6AAA9F27 + DEBD62DE-6AAA9F27—Never freeze

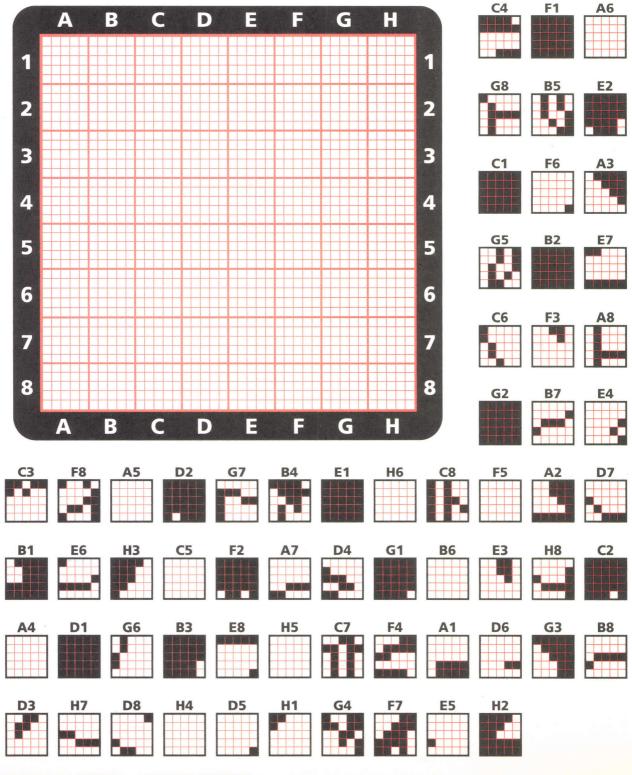
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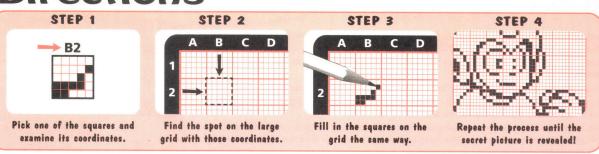


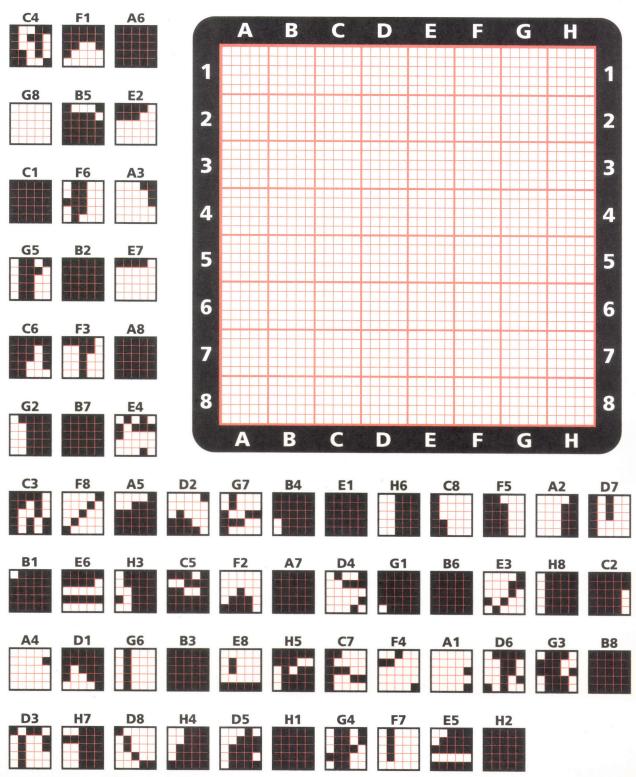
Grab a pencil and get ready to unlock the secret images in our monthly feature: TIPS & TRICKS Pencil Puzzles! Every issue will include two puzzles featuring your favorite video-game characters. It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

Pencil Puzzles



Directions









SORRY, KEITH, BUT TIPS & TRICKS DOESN'T GIVE OUT CODES OVER THE PHONE!

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for a Nintendo system like the GameCube or Game Boy Advance, try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call TIPS & TRICKS! We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have

1-900-CALL-3DO (1-900-225-5336) HOURS: Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard COST: 95¢/minute

989 STUDIOS

1-900-933-SONY (U.S.) 1-900-451-5757 (Canada)

HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help

(Canada): 24-hour automated information COST (U.S.): 95¢/minute automated, \$1.40/minute live, \$6.95 to \$16.95 for tips by mail, \$5 to \$20 for card recharge.

(Canada): \$1.50/minute for automated hints

1-900-407-TIPS (1-900-407-8477) HOURS: (unknown) COST: 95¢/minute

ACTIVISION

1-900-680-4468 (U.S.) 1-900-451-4849 (Canada) HOURS: Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays)

COST (U.S.): 99¢/minute (Canada): \$1.49/minute

AGETEC, INC.

1-900-288-ASCII (1-900-288-2724) HOURS: 24 hours a day, 365 days a year COST: 95¢/minute

AMERICAN SOFTWORKS CORP.

1-900-CALL-ASC (1-900-225-5272) HOURS: 24 hours a day COST: 80d/minute

ATLUS SOFTWARE

1-900-CALL-ATLUS (1-900-225-5285) HOURS: (unknown) COST: 95¢/minute or \$1.25/minute for live assistance

CAPCOM

1-900-976-3343 (U.S.) 1-900-677-2272 (Canada) HOURS: Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time) COST (U.S.): 99¢/minute for 24-hour pre-recorded information; \$1.35/minute for live help (Canada): \$1.35/minute

CRAVE ENTERTAINMENT

1-900-903-4468 (U.S.) 1-900-677-4468 (Canada) HOURS: (unknown) COST (U.S.): 95¢/minute (Canada): \$1.50/minute

DREAMWORKS INTERACTIVE 1-900-454-GAME (1-900-454-4263)

HOURS: 24 hours a day, 365 days a year COST: 95¢/minute

EIDOS

1-900-773-4367 (U.S.) 1-900-643-4367 (Canada) HOURS: 24 hours a day COST: 99¢/minute

ELECTRONIC ARTS

1-900-288-HINT (1-900-288-4468) 1-900-451-4873 (Canada) COST (U.S.): 95¢/minute COST (Canada): \$1.15/minute

FOX INTERACTIVE

1-900-CALL4FOX (1-900-225-5436) HOURS: (unknown) COST: 85¢/minute

GT INTERACTIVE

1-900-CALL-2GT (1-900-225-5248) HOURS: (unknown) COST: 95¢/min.

INFOGRAMES

1-900-454-HINT (1-900-454-4468) HOURS: (unknown) COST: 99¢/minute

INTERACT GAMESHARK CODELINE

1-900-773-7427 (U.S.) 1-900-677-4242 (Canada) HOURS: 24 hours a day, 7 days a week COST (U.S.): \$1.27/minute COST (Canada): \$1.79/minute

INTERPLAY

1-900-370-PLAY (U.S.) 1-900-451-6869 (Canada) HOURS: 24 hours a day, 7 days a week COST (U.S.): 95¢/minute COST (Canada): \$1.25/minute

1-900-896-HINT (1-900-896-4468) HOURS: Automated help 24 hours a day, 365 days a

year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time) COST: 95¢/minute for automated help; \$1.25/minute for live assistance

LUCASARTS

1-900-740-JEDI (1-900-740-5334) (U.S.) 1-900-677-JEDI (1-900-677-5334) (Canada) HOURS: (unknown) COST (U.S.): 95¢/minute COST (Canada): \$1.25/minute

MIDWAY

1-903-874-5092

HOURS: Monday through Friday, 10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year COST: Standard long-distance rates to Texas apply

NAMCO 1-900-737-2262

HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) COST: 95¢/minute for automated tips; \$1.15/minute for live assistance

NINTENDO 1-900-288-0707 (Live assistance, U.S.)

1-900-451-4400 (Live assistance, Canada) 1-425-885-7529 (Power Line—automated tips) HOURS (Live assistance): Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time) Sunday 6 AM to 7 PM (Pacific Standard Time) HOURS (Power Line): 24 hours a day COST (U.S.): \$1.50/minute COST (Canada): \$2.00/minute COST (Power Line): Standard long-distance rates to Seattle, Washington apply



1-900-976-HINT (1-900-976-4468)

HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, COST: 95¢/minute for automated tips, \$1,35/minute for live assistance

SEGA

1-900-200-SEGA (U.S.) 1-900-451-5252 (Canada) HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips, \$1.50/minute for live assistance COST (Canada): \$1.50/minute

1-900-370-KLUE (1-900-370-5583) (U.S.) 1-900-451-3356 (Canada) HOURS: 24 hours a day, 7 days a week COST (U.S.): 95¢/minute COST (Canada): \$1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA 1-900-933-SONY (1-900-933-7669) (U.S.)

1-900-451-5757 (Canada) HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year COST (U.S.): 95¢/minute for automated tips, \$1.25/minute for live assistance, \$4.95 for mailed-out

COST (Canada): \$1.25/minute

SQUARESOFT

1-900-407-KLUE (1-900-407-5583)

HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year COST (U.S.): 99¢/minute for automated tips, \$1.35/minute for live assistance COST (Canada): \$1.50/minute for automated tips only

1-310-944-5005

HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time) COST: Standard long-distance rates to Southern California apply

1-900-370-HINT (1-900-370-4468)

HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day COST: 95¢/minute for automated tips, \$1.25/minute for live assistance

UBI SOFT

1-900-420-4UBI (1-900-420-4824) (U.S) 1-900-451-5555 (Canada) HOURS: (unknown) COST (U.S.): 95¢/minute COST (Canada): \$1.50/minute

VIRGIN INTERACTIVE

1-900-288-4744 (U.S.) 1-900-451-4422 (Canada) HOURS: 24 hours a day, 365 days a year COST (U.S.): 95¢/minute COST (Canada): 55¢ for the first minute, \$1.25 each additional minute

WORKING DESIGNS

HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) COST: Standard long-distance rates to California apply







BACK SSU

1999

August 1999 Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

September 1999 Um Jammer Lammy: Legacy of Kain: Soul Reaver, Street Fighter III: 3rd Strike, Tail Concerto. Shadowgate 64 (Part 2), Croc 2

2000

February 2000 Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena—Warrior Princess: The Talisman of Fate. Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March 2000 Jackie Chan Stuntmaster: Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April 2000 Pokémon Stadium (Part 1): Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of

May 2000 Syphon Filter 2: Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June 2000 Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage

Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

September 2000 Chrono Cross: Kirby 64: The Crystal Shards, Marvel vs. Capcom 2 (Part 2), Seaman, Valkyrie Profile, Tokyo Xtreme Racer 2

October 2000 Spider-Man: Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

November 2000 Capcom vs. SNK (Part 1): Ridge Racer V. Eternal Ring, Armored Core 2, Army Men: Sarge's Heroes 2, Tony Hawk's Pro Skater 2, The Grid

Tips & Tricks Pokémon Report: Special Pokémon issue with exclusive feature on the creators of Pokémon, plus strategy guides for Pokémon Stadium, Pokémon Trading Card Game, Pokémon Snap and Pokémon Yellow

2001

January 2001 Gundam Battle Assault: Shenmue Smuggler's Run, WWF No Mercy, RC de GO!, Driver 2

February 2001 Mega Man X5: Scooby-Doo! Classic Creep Capers, Theme Park Roller Coaster. Banjo-Tooie, Dragon's Lair, Razor Freestyle Scooter, The King of Fighters '99, The Grid

March 2001 Star Wars Episode I: Battle for Naboo: The Bouncer, Project Justice, Blaster Master: Blasting Again, Phantasy Star Online

April 2001 Dance Dance Revolution: Paper Mario (Part 1), Metal Slug X, Onimusha Warlords

May 2001 Zone of the Enders: Metal Gear Solid 2 Trial Edition, Daytona USA, Point Blank 3, NBA Hoopz, Paper Mario (Part 2)

June 2001 The Simpsons Wrestling:

Dr. Mario 64, Star Wars: Super Bombad Racing, Pokémon Stadium 2 (Part 1), 18 Wheeler: American Pro Trucker, Time Crisis: Project Titan

July 2001 Crazy Taxi 2: Mario Party 3, Mat Hoffman's Pro BMX, MTV Music Generator 2, Castlevania: Circle of the Moon, Pokémon Stadium 2 (Part 2)

August 2001 World's Scariest Police Chases: Gran Turismo 3: A-Spec, Bloody Roar 3, Sports Jam, CART Fury Championship Racing

September 2001 Klonoa 2: Lunatea's Veil: Sonic Adventure 2 (Part 1), Escape From Monkey Island

October 2001 Madden NFL 2002: Pokémon Crystal, Power Shovel, Sonic Adventure 2 (Part 2)

November 2001 Spy Hunter:

X-Men Mutant Academy 2, Dave Mirra Freestyle BMX 2, Fortress, Phantasy Star Online Ver. 2

August

September

February

March

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December 2001 Dragon Warrior VII (Part 1):

Time Crisis II, Batman: Vengeance

January 2002 Luigi's Mansion, Oddworld: Munch's Oddysee, Capcom vs. SNK 2, Mega Man Battle Network, Dragon Warrior VII (Part 2)

February 2002 Super Smash Bros. Melee WWF Smackdown! "Just Bring It,"

Metal Gear Solid 2. Shrek

March 2002 Maximo: Ghosts to Glory:

Mega Man X6, Pikmin, Star Wars: Obi-Wan

April 2002 Star Wars Racer Revenge:

Fatal Frame, Jet Set Radio Future, Smashing Drive

May 2002 Virtua Fighter 4:

Sega Soccer Slam, Rallisport Challenge, Mister Mosquito, Bloody Roar: Primal Fury

June 2002 Spider-Man: Resident Evil, GUNVALKYRIE, Headhunter, The Italian Job

July 2002 Dragon Ball Z: The Legacy of Goku: Collectible Card Game, Medal of Honor: Frontline, Lost Kingdoms, Hunter: The Reckoning

August 2002 Stuntman: Bomberman Generation, Bruce Lee: Quest of the Dragon, WWE Wrestlemania X8, Urban Yeti!, Gundam Battle Assault 2

September 2002 The Mark of Kri: Barbarian,

Eternal Darkness: Sanity's Requiem, Crazy Taxi 3: High Roller

October 2002: Super Mario Sunshine (Part 1) Onimusha 2: Samurai's Destiny, Turok: Evolution, Castlevania: Harmony of Dissonance

November 2002: Gundam: Federation vs. Zeon Robotech: Battlecry, Kingdom Hearts, Super Mario Sunshine (Part 2)

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Greetings, sports fans, and welcome to the TIPS & TRICKS sports section! In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

Sega's college roundball entry is primed for the PlayStation 2 with online capabilities and one of the deepest Legacy/Franchise Modes in any basketball game to date. NCAA College Basketball 2K3 has more attention to detail than 989's NCAA Final Four 2003, including certain ele-

ments that only a true college basketball fan would notice. For example, each

arena is accurately portrayed in terms of the placement of the college logo and team name...and the fight songs are right on! All of the Division I teams are represented, with ESPN's John Ireland and Tim

Neverett taking over the play-by-play and color commentary. Much of the "feel" of NCAA 2K3 hinges on the excitement of the fans or the dramatic turning point when the home team is making a comeback; intangibles like these are implemented beautifully. However, certain gameplay aspects and the actual school rankings

during a season's progression are far from perfect. Sega has made a valiant effort to produce an accurate rankings list, but it doesn't quite function properly when you take into consideration the current status of each school's best record or factor the strength of a particular school's schedule. For example, if you take a lowertier school from a smaller conference, increase the difficulty of its schedule and defeat a school that's ranked in the Coaches' or Writers' Top 25

polls, it won't always help your team in the rankings. It may boost

the team's RPI rating, but it doesn't necessarily get your team ranked in the Top 25 polls, which is a crucial factor when the game automatically chooses which teams are invited to the "Big Dance." If your team has not qualified by winning its conference's tournament at the end of the season—or in the Ivy League's case, the regular season title you might be left out. This same problem also plagued NCAA Final Four 2003, but on a much larger scale. In terms

of gameplay, the frame rate is acceptable and the game speed is perfect, but there's a lack of fluidity that can make it difficult to

execute a proper game plan for an offensive team. Fortunately, some of the quirks of NBA 2K3 are not present in this game, including the randomness of the long, lengthof-the-court passes that were usually bobbled and the mysterious out-ofbounds calls when moving too close to the sidelines.



Having the ability to "tiptoe" the sideline allows for actual halfcourt play, rather than limiting gameplay to areas surrounding the paint and straightaway three-point shots.

EA's new college basketball sim for the PlayStation 2 does not have the best graphics, nor does it have the most options available for college hoops purists. What it does have is fast-paced gameplay based on the NBA Live game engine—specifically the 2003 version—as well as a suitable array of rankings and recruiting options. It also features EA Sports' Freestyle Control system; using the right analog stick allows you to steal the ball on defense or

juke your opponent with some killer offensive moves! The game does capture the essence of the NCAA Tournament; all the higher and lower seeded teams display emotion depending on if they win or lose and where they are placed on the tournament bracket. You'll see players show frustration after



a loss while the winners pat each other on the back; you may even witness a bench-clearing victory party if the winning team was an underdog! The game's ranking system can be problematic; it does not seed teams properly based on RPI or EA Sports Top 25 rankings. Numerous teams will go undefeated in the regular season and actually DROP spots in the polls! 162 schools are represented from the top 15 conferences, making a "true" NCAA Tournament bracket an impossibility. To alleviate this problem, EA has implemented a Create-a-School option, allowing you to customize your own university and place

it in any conference in the game. Gameplay mostly consists of driving along the baseline followed by numerous dunks performed at will. You'll find it difficult to steal, but driving to the hoop is easy—and it's a treat to do it all to the vocal accompaniment of Mr. College Basketball himself, Dick Vitale. There's no definitive

victor in the battle for best college hoops game this year; each game has its own special features that make it worth picking up. Play March Madness 2003 for fast, arcade-style gameplay and the feeling that you're actually sitting in the stands as the home team's fans scream their heads off!





With spring training just around the corner, some early info on this year's upcoming baseball games is trickling through. This year is shaping up to be the hottest competition for baseball games ever, as all the developers have finally hit their stride on the PlayStation 2, Xbox and GameCube. Just like the rest of the MLB, this year's baseball titles are taking their cue from the gutsy play of the World Champion Anaheim Angels. Fans want to see more running of the bases, working the pitch count, hitting balls into the outfield gaps, sliding into bags and other more traditional forms of baseball. Slugging for the solo home run is so yesterday. Sorry, Barry, but the winner always takes all.

2K3



game had a solid outing last year, the title was only available

Although

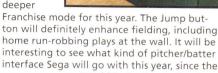
Sega's

baseball

for the Xbox. This year, World Series Baseball 2K3 will be available for the Xbox and the PS2 and will carry the ESPN brand and presenta-

tion style. Like Triple Play from EA Sports, Sega wisely decided to drop the year from last year's title and iust call it World Series Baseball so it can come back to earth and call this year's game 2K3 without jumping ahead like all the other "2004" baseball titles out there. Full details are

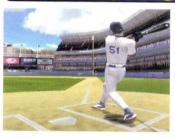
still under wraps at the moment, but Sega is touting a new Jump button and deeper



World Series Baseball series has yet to settle on a standard from its Sega Saturn days. Graphics are a big selling point for the World Series Baseball series, so you can expect to see amazing visual enhancements this year as well. World Series Baseball 2K3 is scheduled for a March release.



ue Baseball 2004



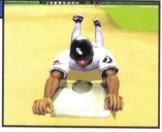
3DO's High Heat Major League Baseball 2004 is looking to repeat this year as the fan's choice for the ultimate baseball sim. The "no-nonsense" style of gameplay that is the hallmark of the High Heat fran-

chise is exactly the type of attitude

that won it for the Angels. A lot of the game's focus has always been on the intense pitcher vs. batter duel, forcing players to really think about the pitch count and a batter's hot zone. High Heat even takes into account the batting tendencies of each stadium. For example, Coors Field is a pitcher's nightmare because of the high altitude, while Boston's Green Monster intimidates even the best

of the long-ball batters. Graphics haven't always been High Heat's strong suit, although the series got a muchneeded makeover when it moved to the PS2 last year. This year, High Heat revamped its graphics engine to deliver

more re-



alism and excitement. The biggest addition for High Heat Major League Baseball 2004 is a more comprehensive Franchise mode that features player contracts, financial structuring and a free-agent system. Minor League teams are even included, with AAA, AA and A teams. High Heat Major League Baseball 2004 will be available on PS2 and Xbox in the early Spring and later in the year for the GameCube.





All Star Baseball 2003 took a bit of a of the beating last vear from baseball fans for

having

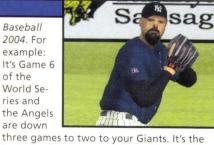
sloppy gameplay along with sub-par graphics. Acclaim intends to change all that with All Star Baseball 2004 by enhancing the

gameplay, bumping up the graphic realism and including online play. Classic players will also be included in the game, like Josh Gibson, Satchel Paige, Buck O'Neal, Ty Cobb, Babe Ruth and more! "Situation scenarios," which we're beginning to see in many football games, will be introduced in All Star

Baseball 2004. For example: It's Game 6 World Series and the Angels are down

bottom of the seventh, with two men on base and Scott Spiezio stepping up to the plate. Will you blow it like Dusty Baker and call a relief pitcher? You're the manager; you

make the call! Another interesting feature is the ability to save in midgame (nine innings can get pretty long!), so you can start right where you left off. All Star Baseball 2004 will be available sometime in February for Xbox, GameCube and PlayStation 2.











Hard Core is dedicated to the art of designing-and effectively using-the giant mechanical battle machines known as Cores in Agetec's Armored Core 3 for the PlayStation 2. If you have an Armored Core 3 Core design you'd like to see featured here, send a list of the specs, the color scheme and a brief description to TIPS &



Sponsored by

TRICKS Hard Core, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. You can also submit your designs online at www.game-hits.com; click on "Forums" and select the "TIPS & TRICKS AC Submissions" forum. Note: Overweight designs are allowed; however, you must explain why you chose to go overweight, what advantages it gives your Core and how you'd play the Core in Versus matches.

		PHHIS	
H		Head	CHD-SKYEYE
B		Core	CCH-OV-IKS
HIGHLIND		Arms	MAW-DHM68/04
		Legs	MLC-RE/3003
		Booster	N/A
		FCS	VREX-F/ND-8
101 EE		Generator	CGP-ROZ
New York	Radiator	RMR-SA44	
		Inside	N/A
Designed by "Judah" Ben Lewis of Ossining, New York	Extension	CWEM-R20 Relation Missile	
	Back Unit R	MWC-LQ/35 Laser Cannon	
Be	ack Unit L	CW	C-CNG-300 Chain Gun
	m Unit R		N/A
Br	m Unit L		N/A
Op	otional Parts	OP-E/SCR	, OP-E/CND, OP-ECMP, OP-L-AXL

DDDTC

COLOR SCHEME (SRMPLE) Metallic Silver

SPECS

Armor Points	8848
Weight	8294
Surplus EP	4674
Price	778500
Offensive Point	3813
Defensive Point	2885
Stability	1826
Mobility Mo	oving: 790, Turning: 140, Rising: 2073
Cooling Efficiency	4234
Support System	Radar: 225, Sensor: 300, FCS: 3362

Ben included a succinct, accurate write-up with his design submission, which I will paraphrase here. "Highwind's main weapon is the missile arms. At long range, the VREX-F/ND-8 FCS allows you to get four rapid lockons. Combined with the CWEM-R-20 Extension, you can launch 12 missiles in about four seconds. Highwind can fire either of his back weapons while on the move or in the air, so you can shred other Cores with the chain gun, then blow them up with the laser cannon while strafing and hop-

• GRADE: GREAT



If things get too intense, you can overboost to safety. This is a really good design, and I hope you guys will agree." Wellsaid, Ben. Give Highwind a run if you want a fast, maneuverable Core that packs a lot of high-powered weaponry.

Born Unit L.

Optional Parts

Designed by Clemente Carrillo of Weslaco, Texas

PARTS	
Head	MHD-MM/004
Core	CCL-01-NER
Arms	MAW-DHM68/04
Legs	MLF-MX/KNOT
Booster	MBT-OX/002
FCS	VREX-F/ND-8
Generator	CGP-ROZ
Radiator	RMR-ICICLE
Inside	N/A
Extension	MWEM-A/50 Anti Missile
Back Unit R	MWX-LANZAR Pursuit Missile
Back Unit L	MWX-LANZAR Pursuit Missile
Arm Unit R	N/A
	NI/A

OP-S-SCR, OP-E/SCR, OP-S/STAB, OP-E/CND,

OP-ECMP, OP-L-AXL, OP-L/BRK

COLOR SCHEME (GENERAL)

Base	Red: 155, Green: 10, Blue: 10
Rid	Red: 180, Green: 180, Blue: 180
Optional	Red: 10, Green: 10, Blue: 10
Detail	Red: 30, Green: 30, Blue: 165
Joint	Red: 30, Green: 30, Blue: 165
Joint	Red. 30, Green. 30, Blue. 10.

SPECS 7628 **Armor Points** 7504 Weight 4189 Surplus EP 893400 Price 1330 Offensive Point 2228 Defensive Point 5485 Stabilitu Moving: 1025, Turning: 129, Rising: 2462 Mobility Cooling Efficiency 7052 Radar: 540, Sensor: 300, FCS: 3362 Support System

Here's another missile arm-centric Core design. Clemente goes one better than Highwind and makes Crimson Tear a complete missile boat, adding the powerful dual pursuit missiles to the missile arms for a complete package. Good energy use ensures that Crimson Tear will be able to keep enough distance between itself and its opponent to make good use of all those missiles. The only drawback of this design is that it relies only on missiles and takes some expert piloting to use well—if an opponent can get in close or you run out of ammunition, there's nothing to do but take the beating. Crimson Tear is a gutsy design; missile fanatics should really dig trying it out.

• GRADE: GOOD



ping to avoid their attacks.



Designed by Ben Taber of San Francisco, California

• PRRTS Head CHD-04-YIV

Core	MCL-SS/ORCA
Arms	CAL-44-EAS
Legs	CLL-HUESO
Booster	CBT-FLEET
FCS	VREX-WS-1
Generator	CGP-ROZ
Radiator	RIX-CR10
Inside	N/A
Extension	N/A
Back Unit R	N/A
Dool: Heil I	CDIL A 10 Dada

CRU-A10 Radar Acm Unit B MWG-KP/100 Pulse Rifle KWG-HZL50 Howitzer OP-S-SCR, SP-E-SCR, OP-S/STAB, OP-E/CND,

OP-L/BRK, OP-SP/E++, OP-E/RTE, OP-TQ/CE, OP-M/AW

• COLOR SCHEME (GENERAL)

Base	Red: 65, Green: 0, Blue: 0
Rid	Red: 43, Green: 0, Blue: 87
Optional	Red: 0, Green: 0, Blue: 0
Detail	Red: 0, Green: 0, Blue: 0
Joint	Red: 0, Green: 0, Blue: 150

SPECS

Arm Unit L

Optional Parts

JILCJ	
Armor Points	7298
Weight	4780
Surplus EP	4459
Price	719600
Offensive Point	1893
Defensive Point	2783
Stability	2907
Mobility	Moving: 452, Turning: 145, Rising: 4350
Cooling Efficiency	2734
Support System	Radar: 1400, Sensor: 250, FCS: 865

Ben included a summary along with his submission, so I'll let him speak for his Core design choices. "Butterfly Chimera is a max. speed lightweight. Its weight has been reduced to the point where it can reach the maximum speeds attainable in Armored Core 3. This leaves it supremely well-equipped for closing to a range where its three 'heads' can brutalize the opponent to an incredible degree. Slow opponents don't stand a chance against this three pronged assault, and even the swift cannot outrun the wave of death headed their way. You can run, but you can't

mythic namesake

hide." By "three 'heads,'" Ben is referring to Butterfly Chimera's ability to focus a devastating, simultaneous Exceed Orbit/pulse rifle/howitzer attack against its opponent—truly an attack worthy of this Core's

• GRADE: GOOD





Kiss of Cain is an example of

near-perfect Core design. It excels in almost every area—it's maneuverable, fast, can strike from any range and is capable of taking out any enemy Core in seconds. The machine gun/flamethrower combination is quickly becoming a favorite arsenal of Armored Core 3 fans, and for good reason. Machine guns rule in the AC3 arena, and the flamethrower is an incredible short-range weapon. Attack with both weapons and keep your opponent in your sights to rip through his AP and keep the hurt on through heat damage

even after he escapes your wrath. The linear cannon adds an extra big gun for stripping the armor off of slow, heavyweight Cores with ease. Take Kiss of Cain out for a test run; you'll most likely add this bad boy to your stable of Arena Cores.

Head Core Arms Legs

Designed by Jared H. Vernon of Tuckerton.

• PRRTS CHD-07-VEN CCL-01-NFR CAL-44-EAS MLF-MX/KNOT Booster MBT-OX/E9 FCS VREX-F/ND-8 Generator CGP-ROZ Radiator RGI-KD99 Incide Extension CWEM-AM40 Anti Missile

CWX-LIC-10 Linear

Cannon New Jersey Back Unit L CWX-LIC-Linear Cannon Arm Unit R CWG-MG-500 Machine Gun Bern Unit L. KWG-FTL450 Flamethrower **Optional Parts** SP-E-SCR, OP-E/CND, OP-LFCS++, OP-SP/E++

Back Unit R

COLOR CCHEME (CENEDDI)

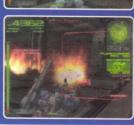
COLOII SCIIL	THE (OUNERILL)
Base	Red: 90, Green: 60, Blue: 80
Rid	Red: 100, Green: 100, Blue: 200
Optional	Red: 200, Green: 200, Blue: 200
Detail	Red: 100, Green: 200, Blue: 200
Joint	Red: 200, Green: 200, Blue: 200

CDECC

SPECS	
Armor Points	7652
Weight	7582
Surplus EP	2436
Price	825100
Offensive Point	7067
Defensive Point	2819
Stability	3985
Mobility	Moving: 1025, Turning: 129, Rising: 2109
Cooling Efficience	9680
Support System	Radar: 1253, Sensor: 500, FCS: 3362

• GRADE: EXCELLENT





Imagine, if you will, a United States of the year 3000. Rifts of dissent have caused friction in the government. Several factions have appeared, each with its own agenda and vision for the country's future. Rather than take the path of bloody conflict and needless destruction, the factions decide to settle their differences through Armored Core arena combat! Each faction puts forward a champion to represent it in the arena, and the winner will change the course of the country, for better or for worse. Here's what you need to do to enter this special *Hard Core* event. Create a Core to represent your state. Choose a name and color scheme that fits this theme. Then, in a brief paragraph, describe the faction that your Core represents, includ-

ing its name and its goals. For example, I might say that my Core, Great Lakes Defender, represents the Michigan Separatist Coalition, which desires for the state of Michigan to become its own sovereign nation. Creativity counts here, as does humor and originality. When we've collected enough Cores, we'll select several of the best and then report the results of the battle here in the pages of Hard Core. If you submit your design to the Game Hits forum site, look for the thread titled "AC3 Civil War submissions here!" and post your Core directly into it. If you're mailing your submission, be sure to write "AC3 Civil War design submission" at the top of your letter. Have fun...and good luck!





This monthly column features coverage of major arcade and home video-game tournaments happening all across North America! On these pages you can see photos of the greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video-game tournament. Support your local arcade and get your tournament in TIPS & TRICKS Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at TIPS & TRICKS TOURNAMENT TOUR

Arizona Street Fighter Championships!



Alex Navarro, Peter Rosas, Kris Patel

ment received bonus money on top of the cash prizes from the individual tournament winnings. Mike Watson took out Peter "Combofiend" Rosas by virtue of his second-place finish in Street Fighter Alpha 3 to Danny Leong of Las Vegas. Rosas and Watson combined to take first place in every tournament except for Street Fighter Alpha 2, Street Fighter Alpha 3 and X-Men vs. Street



Carlos Belgrave, Daniel R., Peter Rosas

rom November 15 to 17, 2002, Pocket Change at the Desert Sky Mall in Phoenix held its first Arizona Street Fighter Championships, with tournaments being held in X-Men vs. Street Fighter, Marvel vs. Capcom 2, Street Fighter Alpha 2, Street Fighter Alpha 3, Capcom vs. SNK 2, Super Street Fighter II Turbo and Street Fighter III: 3rd Strike. The overall winner of the sevengame

AT THE MANAGEMENT

Danny Leong, Mike Watson, Jason Gonzalez

However, it was Watson's old-school upbringing that propelled him to the final win due to Rosa's last-place finish in *Alpha 2* and sub-par performance in *Alpha 3*. Below are the results from this wild weekend, which attracted more than 50 players from across the country. Special thanks to Mike Watson, Kris Patel, Jason De Heras, Carlos Belgrave, Geoff Arnold, Neil Atkin and Scott Bender for all of their help and hard work!

X-Men vs. Street Fighter Results

1st Place—Scott "Infinite" Bender 2nd Place—Peter "Combofiend" Rosas 3rd Place—Geoff Arnold

4th Place-Neil "I can't believe I got 4th" Atkin

Marvel vs. Capcom 2 Results

1st Place—Peter "Combofiend" Rosas 2nd Place—Daniel R. "Ruin" 3rd Place—Carlos Belgrave 4th Place—Joe Elles

Street Fighter Alpha 3 Results

1st Place—Danny Leong 2nd Place—Mike Watson 3rd Place—Jason "Apoc" Gonzalez 4th Place—Jason Wilson

Street Fighter Alpha 2 Results

1st Place—Kris "KP" Patel 2nd Place—Mike Watson 3rd Place—Jason Wilson 4th Place—Jason De Heras

Capcom vs. SNK 2 Results

1st Place—Peter "Combofiend" Rosas 2nd Place—Alex Navarro 3rd Place—Kris "KP" Patel 4th Place—Mike Watson

Street Fighter III: 3rd Strike Results

1st Place—Mike Watson 2nd Place—Peter "Combofiend" Rosas 3rd Place—Danny Leong 4th Place—Jason Wilson

Super Street Fighter II Turbo Results1st Place—Mike Watson

2nd Place—Jason Wilson 3rd Place—Peter "Combofiend" Rosas 4th Place—Alex Navarro

lowa Tekken Tournaments

tourna-

ompetitions in Tekken Tag
Tournament and Tekken 4
were held at the Clarion Convention Center in Cedar Rapids,
lowa on November 15, 2002. 80
players attended from all over
the country, including recent
qualifiers of the national Tekken
Tag Tournament and Tekken 4
Championships held in Las Vegas
the past two years. Coming



back after spending a year in Japan, Shaun Rivera showed off his newly-refined *Tekken Tag Tournament* skills, besting Antonio Carmona in the finals 4-1 with Devil. In the *Tekken 4* portion of the tournament, "WGTribal" cleaned house, winning the tournament 4-0 over Chris Bristow with Jin. Here are the complete results:

Tekken Tag Tournament Results

1st Place—Shaun Rivera, St. Louis, MO (Devil, Armor King)

2nd Place—Antonio Carmona, Racine, WI (Heihachi, Jin)

3rd Place—Brad "Slips" Vitale, St. Louis, MO (Eddy, Julia)

4th Place—Mike Riggins, St. Louis, MO (Ogre)

Tekken 4 Results

1st Place—"WGTribal," Colorado (Jin)
2nd Place—Chris Bristow, St. Louis, MO (Lei)
3rd Place—"JinKid," Oklahoma (Jin)
4th Place—Dan Kerwin, Minnesota (Steve)

Rankings based on previous tournament performances, compiled by TIPS & TRICKS Magazine. Note: You must be actively participating in tournaments to be considered a "ranked" player.



- 1. John Choi (Golfland USA, Sunnyvale, CA)
- 2. Justin Wong (Chinatown Fair, New York, NY)
- 3. Peter Rosas (College Arcade, Los Angeles, CA)
- 4. Alex Valle (Southern Hills Golfland, Stanton, CA)
- 5. (tie) Ricky Ortiz (Chinatown Fair, New York, NY)
- 5. (tie) Hsien Chang (Einstein's Arcade, Austin, TX)
- 6. Jason Nelson (Golfland USA, Sunnyvale, CA)
- 7. Jason Cole (Golfland USA, Sunnyvale, CA)
- 8. Campbell Tran (Golfland USA, Sunnyvale, CA)
- 9. (tie) Brian Tyson (Wizzards Arcade, Houston, TX)
- 9. (tie) Alex Navarro (Wizzards Arcade, Houston, TX)
- 10. (tie) Arturo Sanchez (Chinatown Fair, New York, NY)
- 10. (tie) Reagan "Prez" Phillips (Trixx Amusement, Montreal, Canada)



- 1. George Posadas (Shatto 39 Lanes, Los Angeles, CA) 2. J.R. Rodriguez (Shatto 39 Lanes, Los Angeles, CA)
- 3. Alex Valle (Southern Hills Golfland, Stanton, CA)
- 4. John "Flash" Gordon (Chinatown Fair, New York, NY)
- 5 (tie) Hsien Chang (Einstein's Arcade, Austin, TX)
- 5. (tie) Frankie Menendez (Family Fun Arcade,

Granada Hills, CA)

- 6. John Choi (Golfland USA, Sunnyvale, CA)
- 7. Justin Wong (Chinatown Fair, New York, NY)
- 8. Datrick Orr (Family Fun Center, Omaha, NE)
- 9. Ricky Ortiz (Chinatown Fair, New York, NY)
- 10. (tie) Michael "Pyrolee" Fauson (Family Fun Arcade, Granada Hills, CA)
- 10. (tie) Cameron Buckner (Family Fun Center, Omaha, NE)



- 1. Justin Wong (Chinatown Fair, New York ,NY)
- 2. Rodolfo Castro (University of Washington, Seattle, WA)
- 3. Duc Do (Southern Hills Golfland, Stanton, CA)
- 4. David Lee (James Games, Upland, CA)
- 5. (tie) Peter Rosas (College Arcade, Los Angeles, CA) 5.(tie) Alex Salguero (College Arcade, Los Angeles, CA)
- 6.(tie) Soo Young Chon (All Amusement Center, Burbank, CA)
- 6. (tie) Daniel Maniago (Southern Hills Golfland, Stanton, CA)
- 5. (tie) Peter Rosas (College Arcade, Los Angeles, CA)
- 7. (tie) Long "ShadyK" Tran (Nickel City, La Jolla, CA)
- 7. (tie) Jay "Viscant" Snyder (Nickel City, La Jolla, CA)
- 8. Nestor "Sage" Corchado (Capcom Universe, San Juan, PR)
- 9. (tie) Tong "Genghis" Ho (Nickel City, La Jolla, CA)
- 9. (tie) Jason Kuan (University of Washington, Seattle, WA)
- 10. Golden Nismor (Hawaiian Brian Billiards, Honolulu, HI)

Jersey Street Fighter

n November 10, 2002, players from all over the East Coast made their way to Chris Cotty's Eight on the Break in Dunellen, New Jersey for the Jersey Breakdown! 70 gamers attended, including Northern California player Ricky Ortiz,



who recently moved back to the East Coast. No surprises were in store at this tournament, however. The heavily-favored Justin Wong won another Marvel vs. Capcom 2 tournament, finishing off Josh Wong 4-1. Ricky Ortiz bested Justin Wong in the Capcom vs. SNK 2 final 4-2 with his A-Groove team of Vega, Cammy and Hibiki. Special thanks to Phi Nguyen for the report!

Marvel vs. Capcom 2 Results

1st Place— Justin Wong 2nd Place-Josh Wong 3rd Place—Brandon Deshields

4th Place-Rick Mears

Capcom vs. SNK 2 Results

1st Place—Ricky Ortiz 2nd Place—Justin Wong 3rd Place—Julian Robinson 4th Place-Arturo "Queenie" Sanchez

Super Street Fighter II Turbo Results

1st Place—Julian Robinson 2nd Place—Pete Talley 3rd Place—David Spence 4th Place—Trevor Vanterpool

Marvel vs. Capcom Results

1st Place—Arturo "Queenie" Sanchez 2nd Place—Josh Wigfall 3rd Place—Justin Wong 4th Place—Ed Espino

Tournaments Contact: Eight on the Break 340-346 North Ave. Dunellen, NJ 08812

Eight on the Break

OURNAMEN CALENDA

May 23-25, 2003

Contact: Chris Cotty

Eight on the Break

340-346 North Ave.

Dunellen, NJ 08812

Championships

(732) 752-8880

for the winners!

Championships Contact: Chad Reznicek

7052 Dodge St.

(402) 554-1925

for the winners!

Tournaments

(408) 245-1322

Tournaments

ment Center

8364 Mills Dr.

Miami, FL 33183

(305) 273-0381

Tournaments

(818) 894-0303

Family Fun Center

Omaha, NE 68132

June 27-29, 2003

East Coast Street Fighter

Games to be featured at this

tournament have not been

determined at press time.

but this annual event at-

tracts nearly 200 gamers

from all over the United

States and Canada each year

with some huge cash prizes

2003 Midwest Street Fighter

Games to be featured at this

tournament have not been

determined at press time.

but this annual event at-

tracts nearly 200 gamers

from all over the United

States and Canada each year

RECURRING

TOURNAMENTS

Capcom vs. SNK 2 Bi-Weekly

Flipper's Amusement Center

Contact: Flipper's Amuse-

Flipper's Amusement Center

holds various weekly tourna-

ments in The Grid, Capcom

vs. SNK, Capcom vs. SNK 2

and Marvel vs. Capcom 2.

Game Zone X Monthly

Contact: Game Zone X

Panorama City, CA 91402

Game Zone X holds bi-

weekly tournaments for

Street Fighter III: 3rd Strike,

The King of Fighters 2002

and various console titles.

14447 Roscoe Blvd.

Contact: Golfland USA

855 E. El Camino Real

Sunnyvale, CA 94087

with some huge cash prizes

(732) 752-8880 Eight on the Break holds tournaments twice a week for Marvel vs. Capcom 2, Tekken 4, Capcom vs. SNK 2 and others.

Marvel vs. Capcom 2 Weekly Tournaments

Contact: George Alfonso All Amusement Fun Center 201 E Magnolia Blvd. # 128 Burbank, CA 91502 (818) 557-6558

Southern Hills Golfland **Monthly Tournaments**

Contact: Southern Hills Golfland 12611 Beach Blvd. Stanton, CA 90680 (714) 895-4550 Southern Hills Golfland, the site of various national video-game tournaments, currently holds monthly tournaments on Marvel vs. Capcom 2, Capcom Fighting All Stars, The King of Fighters 2002 and Tekken 4, with cash and tokens awarded for the top three spots.

Marvel vs. Capcom 2/ Capcom vs. SNK 2/Tekken 4 **Monthly Tournaments**

Contact: University Pinball 4006 Spruce St. Philadelphia, PA 19104 (215) 387-3923 The home of many Street Fighter and Tekken tournaments in the past, University Pinball awards cash prizes to the top three spots in its

San Francisco Rush 2049 **Weekly Tournaments**

tournaments.

Contact: Brian D. Greer Longhorn Saloon & Restaurant 10011 Bridgeport Way, S.W. Tacoma, WA 98499 (253) 581-2580 Longhorn Saloon, home of eight linked San Francisco Rush 2049 cabinets and some of the best Rush 2049 players in the world, holds weekly tournaments every Friday at 9:00 P.M. You must be 21 years of age or older to enter; cash prizes are awarded to the winners.

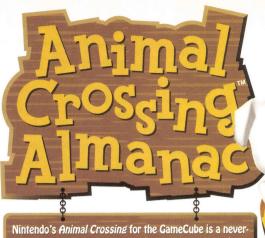
Street Fighter III: 3rd Strike Results

1st Place—John "FlashG"Gordon 2nd Place—Ricky Ortiz 3rd Place—Justin Wong 4th Place—Arturo "Queenie" Sanchez

89





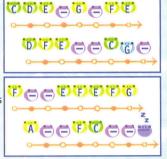


ending, real-time adventure with new events occurring every day. This monthly column showcases our latest discoveries, custom designs and secret tricks!

Town Tunes Visit the "Melody" bulletin board and

change your Town Tune to match one of

the songs pictured here. See if you can recognize either of these melodies from Nintendo games of the past.



Have you ever sent a letter or password to one of the animals in your town and waited two weeks for a response? It's possible to force Pete the Pelican to deliver your mail much quicker. Letters from home, Tom Nook, Crazy Redd or the Happy Room Academy mysteriously ap-

pear in your mailbox every day, but response letters from the animals in your town will only be delivered by Pete in two very specific circumstances:

1) If you give Pelly or Phyllis enough letters to fill up the counter behind them (it holds up to five articles), they will summon Pete to deliver the mail immediately. You'll see him take off with the mail-



Strangely, the post office is only used by humans; none of the animals leave mail on the counter.

bag as soon as you exit the post office. If you are expecting a response from a letter you sent to an animal, it may already be in your mailbox by the time you get back to your house.



If you wait by the message board at 9:00 AM or 5:00 PM, you can ask Pete about his love life.

2) If you are actually playing Animal Crossing at either 9:00 AM or 5:00 PM any day of the week, Pete will immediately deliver any letter which was left on the post office counter before the clock chimed. The thing that most people don't realize is that the letters you send may never be delivered unless you satisfy one of the above requirements! If you mail

one letter and you never play the game at 9:00 AM or 5:00 PM, you may go back into the post office over a month later to find your undelivered letter still sitting on the counter!

the game at either of the aforementioned hours. You can also send additional letters to fill up the post office counter and get your replies right away. The easiest way to do this is to simply fire off blank letters to the Farway Museum, which will ignore them if there are no fossils attached. Check the dump or the police station for some free stationery if you're too cheap to buy it from Tom Nook.

Remember when you arrived in town with nothing more than the clothes on your back and 1,000 bells in your pocket—which you immediately forked over to Tom Nook for the down payment on your house? Didn't you feel pathetic when your only other article of clothing was the work

uniform that Nook forced you to wear? Would you be surprised if we told you that you did bring a change of clothes with you on the

To find this



Pick up any shirt and move it to the bottom right inventory spot, then press Down.

train... and that you've been carrying it in your inventory since the first day



you played Press A to place that shirt's pattern as the menu background and pick the game? up your big dot shirt!

mysterious outfit, point to any shirt in your inventory and press A to grab it. Now move it to the bottom right corner of your "items" inven-

tory (just to the left of the "letters") and press Down. You'll be holding the shirt over the edge of the inventory box. Now press A: the pattern of the shirt you were holding will appear as the background of your inventory menu while the long-forgotten mystery shirt appears in your inventory! It's a big dot shirt...your oldest article of clothing! Try this trick with different shirts to get nearly 250 different background patterns.

Fortunately, you can force Pete to deliver the mail simply by playing

Did You Ever Notice...



...what a fossil looks like if you dia it up after you've had it identified and buried again?

...that you can see a little bit of Acre F-0 or F-6 by casting your fishing pole off the edge of the beach?





..that the stone coin actually rolls when you move it?

...the amazing life-size costumes and props in the Animal Crossing TV commercials?



Animal Crossing...

In a recent interview with the Japanese bi-weekly men's magazine Sabra, Nintendo's Shigeru Miyamoto let slip a precious tidbit of informa-



tion about the Animal Crossing franchise. When questioned about Nintendo's plans for the future, the legendary creator of Mario and Link revealed that there would be a "renewal" of Animal Crossing in Japan during 2003, suggesting that some kind of upgrade is in the works. The Japanese press has been rife with speculation about the meaning of this comment. Many gaming journalists believe that Nintendo is planning an online version of the game, which would open up a world of possibilities for enhancing your character's town on a daily basis. There's been no official announcement just yet, but anyone who's played the game can see that it's perfectly suited for a variety of online applications. Stay tuned...

Tanabata Wishes

The Tanabata palm in Animal Crossing is a special "lucky" Feng Shui item which will increase your character's luck just by having it in your house. Which is appropriate, because it's based on a reallife Japanese custom which is believed to cause wishes to come true! In Japan, the Tanabata is an annual festival during which poems and wishes are written on colored strips of paper and hung from bamboo branches. If you have a Tanabata palm in your house (or if you see one in one of the animals' houses), stand in front of it and press the A button repeatedly to read the different wishes of the animals in your town.



A real-life Tanabata branch being decorated with hopeful wishes for the future.



Press A to read the wishes; one of them has a signature you'll recognize!

Quit

Blanca Expression 🙌

While riding the train from one town to the next, you may encounter

Blanca, the faceless

cat. Blanca will ask you to draw her a new face. Try this design to make her look just like Meowth from Team Rocket! If you're lucky, Blanca may even visit your town...and if you see her walking around, she'll still be wearing the face you drew!

(

COMMUNITY CALENDAR EBRUARY 20

Groundhog Day is the only scheduled event in February; the crowds begin to gather around the wishing well at 7:00 AM. After the "ground-

hog" (heh heh) appears at 9:00 AM, speak to Tortimer to receive a flower model.

If you run errands for the animals in your town and write them lots of letters during the first two weeks of February, you may find a mailbox full of gifts on Valentine's Day!

If you haven't caught a bitterling, stringfish or pond smelt by now, be

Ohhh, boy!

2 SUNDAY - GROUNDHOG DAY

14 FRIDAY - VALENTINES DAY

The stringfish may not appear at all between the hours of 9:00 AM and 4:00 PM.

sure to find them and contribute them to the museum before the end of February; these fish won't return to your town until December!

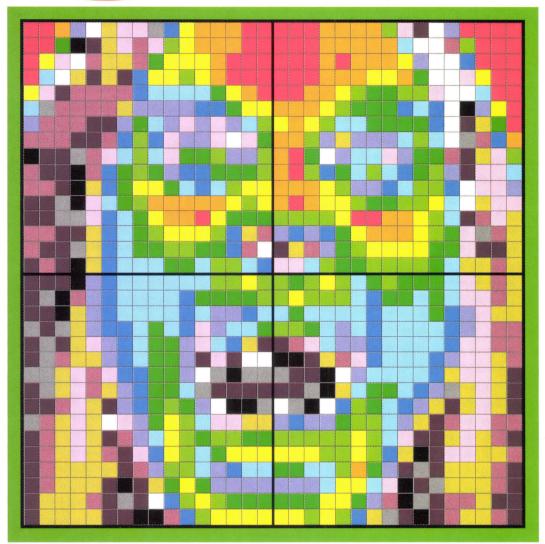








Here's a complex design that may take you over two hours to create...but when you're finished, you won't believe the results! Using the "Design a pattern" option at the Able Sisters tailor shop, select Palette #11 and carefully copy the design you see here, one square at a time. When you've completed the entire design, change the palette to #14 or #15—you'll see an actual photograph of Ozzy Osbourne appear before your eyes! Frankly, we're a little concerned that this process may be too complicated for some of our readers, so consider this to be an experiment. If you want to see more of these intricate photo textures in TIPS & TRICKS, please write to us and let us know!







Once you've drawn the entire design, change the palette to #14 or #15.



You'll see your design change to this photo-realistic portrait.



Now you can display Ozzy on your walls, floors or front door!

Familiar Shirts

Many of the shirts that you'll find for sale at Tom Nook's store are based on articles of clothing worn by characters from other Nintendo games. Do you recognize them?



Big Bro's Shirt = Mario Li'l Bro's Shirt = Luigi





Toad Print = Toad



Anju's Shirt = Anju from The Legend of Zelda: Majora's Mask



Kaffe's Shirt = Kafei from The Legend of Zelda: Majora's Mask



Are you a video-game packrat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limitededition Game Boy Pocket or a leather Killer Instinct jacket? If so, this monthly collectors' column is for you!

MODERN CLASSIC ALERT!

I found a bit of a surprise at my local Blockbuster Video during the Thanksgiving holiday season: an Xbox game, *Outlaw Golf: 9 Holes of X-mas* was in the new releases section and marked at just \$4.99. In my opinion, just about any new game is worth that price, so I picked one up. You don't need the original *Outlaw*



Golf game to play this, and it consists of nine all-new holidaythemed holes. Also included is the original Outlaw Golf demo and a video segment from G4TV featuring live-action versions of some of the game's characters. The game also appeared at Toys 'R' Us in December for the same low price, but without the

"Blockbuster Exclusive" tag and the G4 video clip. Not all Blockbuster outlets received the "Exclusive" version, and those that did stocked five copies or less. You know what that means. If you haven't already rushed out to grab it, do so right now.

Air Hockey-e Card

Nintendo has been giving away thousands of these *Air Hockey-e*cards for free at game shops and

Tow (R' IIs stores across the



cards for free at game shops and Toys 'R' Us stores across the country. Scan it through your e-Reader and you'll find that it contains one of the best minigames you'll ever play on your Game Boy Advance. If you own an e-Reader, you'll want start collecting these cards now!



This month's "Room of Doom" belongs to Dennis Gruchala, collector extraordinaire hailing from Detroit, Michigan. Dennis has approximately 2,200 unique games for over 40 different systems, ranging from the Atari 2600 and Intellivision right up to the Xbox and GameCube. Highlights of his collection include a Sega Saturn modified to play import games and a European Super NES in PAL format.

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of TIPS & TRICKS Collector's Closet. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o TIPS & TRICKS, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.











JVC X'Eye ogame system
High Bid:
\$122.50
Sonic the
Hedgehog 2
enamel pin
High Bid:
\$1.04

ollectina Virtual Bo

Created by Gunpei Yokoi-the man behind the Game Boy-Nintendo's Virtual Boy was released in the U.S. on August 14, 1995...and was officially pronounced dead just seven months later. The console is packed with 32-bit processing power and true

3-D effects, running on either batteries or AC power. At 14 inches in height, 10 inches in width, and seven inches in depth, it's small enough to call a portable system but too big to be considered a handheld. Other than it's unusual appearance (well, YOU look more unusual playing it than it does on its own, take my word for it), the console is well-known for its monochrome red graphics. With only 14



This 2-D screen shot of Teleroboxer just can't convey the depth of the Virtual Boy's 3-D graphics.

games released in the USA and 19 in Japan, the system is considered a "flop" by many...but to a collector, this hardly matters. In this humble collector's opinion, the Virtual Boy is as much a fun system to play as it is an interesting conversation piece. Let's take a look at the library of games and the relative difficulty of tracking each one down. I've consulted with the folks at Digital Press to provide some scarcity ratings, on a one-to-ten scale with one meaning "readily available" and ten meaning "impossible to find." (Note that Japanese Virtual Boy games are 100% compatible with American VB consoles, and vice versa.)

U.S. Game F 3-D Tetris (Nintendo) Yep, it's three-dimensional Tetris. This was the last Virtual Boy title released (in March of '96). Somewhat sought after by collectors in Japan, where the game was announced (under the title PolvgoBlock) but never released. Rarity: 5 Galactic Pinball (Nintendo) This was a launch title. Rarity: 3 Golf (Nintendo) The same game as the Japanese cart T&E Virtual Golf. Rarity: 4 Jack Bros. (Atlus) The 3rd character in the U.S. version is "Jack Skelton." Definitely the hardest U.S. title to find. Rarity: 6 Mario Clash (Nintendo) This was a launch title. Rarity: 4 ☐ Mario's Tennis (Nintendo) This was the pack-in game with the Virtual Boy; it came only in a small plastic bag. Nintendo did manufacture a quantity of mockup Mario's Tennis boxes so Blockbuster Video could display the game along with others that were available for rent; these have long since been snapped up by savvy collectors. Rarity: 1 ☐ Nester's Funky Bowling (Nintendo) Not the same as the Japanese title Virtual Bowling. Not released in Japan. Rarity: 5 ☐ Panic Bomber (Nintendo) A Tetris-style puzzle game featuring Bomberman. Developed by Hudson Soft. Rarity: 3 Red Alarm (Nintendo) Developed by T&E Soft, this game's vector-

style graphics really showed off the system's

The U.S. version is set to an easier skill level than the Japanese version. Developed by

☐ Virtual Boy Wario Land (Nintendo) Rarity: 4 ☐ Virtual League Baseball (Kemco) Essentially the same game as the Japanese title Virtual Pro Yakyu '95, but with taller, more realistically-proportioned players. Rarity: 1 ■ Waterworld (Ocean) Based on the action/adventure film starring Kevin Costner. (Anvone else see the irony in the fact that this game was manufactured by Ocean? Ocean? Waterworld? Ah, forget it.) The only Virtual Boy game developed in the U.S., Waterworld was never released in Japan. Rarity: 5 Non-U.S. Game Releases Galactic Pinball (Nintendo)

Rarity: 2

Rarity: 4

Insmouse no Yakata (I'max) a.k.a. Insmouse Mansion. Not released in North America. Rarity: 7

Jack Bros. (Atlus) The 3rd character in the Japanese version is "Jack Ripper." Rarity: 4

☐ Mario Clash (Nintendo) Rarity: 4

Mario's Tennis (Nintendo) Sold separately in Japan; the Japanese Virtual Boy came with no pack-in game. Rarity: 3

Red Alarm (T&E Soft) Rarity: 2

SD Gundam Dimension War (Bandai) The last Virtual Boy game to be released in Japan (along with Virtual Bowling); highly sought-after by both Virtual Boy collectors and Gundam fans. Although the going price has come down in recent months, we've seen this game sell for over \$1,000 in online auctions. Not released in North America. Rarity: 9

☐ Space Invaders Virtual Collection (Taito) Based on the classic 1978 Taito coin-op. Not released in North America. Rarity: 8

☐ Space Squash (Coconuts) Not released in North America. Rarity: 7

☐ T&E Virtual Golf (T&E Soft) The same game as Nintendo's USA release Golf. Rarity: 2

☐ Teleroboxer (Nintendo) Rarity: 2

■ Tobidase! Pani-Bomb (Hudson) The Japanese version of Panic Bomber. Rarity: 2

Not the same as Tetris 3-D; this is a more traditional interpretation of the classic action/puzzle game. Never officially released in the U.S.; however, in 1996, thousands of copies of V-Tetris and several other Japanese VB games were imported by game retailer Electronics Boutique and sold for just \$10!

> Vertical Force (Hudson) The Japanese version is set to a

harder skill level than the U.S. version. Rarity: 2

Virtual Bowling (Athena)

Released in December

of '95 (on the same day as SD Gundam Dimension War), this Japan-only title is not the same game as Nester's Funky Bowling. The hardest Virtual Boy game to find; complete copies have changed hands for over \$1,000. Rarity: 10

☐ Virtual Boy Wario Land (Nintendo) The last first-party Virtual Boy game in Japan; Nintendo released only five titles there. Rarity: 6

☐ Virtual Fishing (Pack-In Video) Not released in North America. Rarity: 6

☐ Virtual Lab (J-Wing) Not released in North America. Rarity: 8

☐ Virtual Pro Yakyu '95 (Kemco) Essentially the same as Virtual League Baseball, but with cuter, "super-deformed" players and Japanese pro teams. Rarity: 2

Special thanks to Al Backiel and Keita Iida for their help in compiling this list.

Hudson Soft. Rarity: 2

3-D capabilities. Rarity: 3

■ Teleroboxer (Nintendo)

■ Vertical Force (Nintendo)

This was a launch title. Rarity: 2

I love "crossover collecting." Crossover collecting refers to items within a collection that might also appear in a collection of a different nature. For example, a Spider-Man collector may have loads of action figures, but someone who collects action figures would also likely have Spider-Man in his or her collection. This is all well and good...unless, of course, collectors from "that other thing" interfere with my deals! Crossover collecting is very popular in every hobby, and there are plenty of video-game crossovers to consider. In our world there are tie-ins to comic-book characters, movies, television programs, toys, fads, games...you name it!

One rather obvious crossover is with the Star Wars franchise. Many people collect Star Wars paraphernalia, yet the video games based on the series are often overlooked by collectors who wrestle over Chewbacca coffee mugs and gold-plated prototype Darth Vader action figure carrying cases. I've compiled a complete list of North American Star Wars console games here, so you can begin checking off the ones you own or start hunting down the ones you didn't know existed. Keep in mind that there are dozens of Star Wars computer games and arcade games; we just didn't have enough room to go into those.

Atari 2600

- Star Wars: The Empire Strikes Back
- (Parker Bros.)
- Star Wars: Jedi Arena (Parker Bros.)
- Star Wars: Death Star
- Battle (Parker Bros.)
- Star Wars: The Arcade Game (Parker Bros.)

Mattel Intellivision

☐ Star Wars: The Empire Strikes Back (Parker Bros.)

Colecovision

Star Wars: The Arcade Game (Parker Bros.)

Atari 5200

- Star Wars: Death Star Battle (Parker Bros.)
- Star Wars: The Arcade Game (Parker Bros.)

Atari XE Game System

- Star Wars: Death Star Battle
- (Parker Bros.)
- Star Wars: The Arcade Game
- (Parker Bros.)

Nintendo **Entertainment** System

- Star Wars (JVC)
- Star Wars: The **Empire Strikes**



Nintendo Game Boy/Game Boy Color

- ☐ Star Wars (Capcom/Nintendo)
- ☐ Star Wars: The Empire Strikes Back (Ubi Soft)
- Super Star Wars: Return of the Jedi
- (THQ) Star Wars Episode I Racer (LucasArts)
- Star Wars: Yoda Stories (THQ)
- Star Wars Episode I: Obi Wan's
- Adventures (THO)

Sega Game Gear

Star Wars (U.S. Gold)

Super Nintendo

- **Entertainment System**
- Super Star Wars (JVC/Nintendo)
- Super Star Wars: The
- Empire Strikes Back
- (JVC/THO)
- Super Star Wars: Return of the Jedi
- (JVC/THO)

Sega Genesis 32X

Star Wars Arcade (Sega)

Sega CD

- The Software Toolworks Star Wars Chess (Software Toolworks)
- Star Wars: Rebel Assault (LucasArts)

3DO Interactive Multiplayer

Star Wars: Rebel Assault (LucasArts)

Sony PlayStation

- Star Wars: Rebel Assault II (LucasArts)
- Star Wars: Dark
- Forces (LucasArts) Star Wars: Masters
- of Teras Kasi
- (LucasArts) Star Wars Episode I:
- The Phantom Menace (LucasArts)
- Star Wars Episode I: Jedi Power Battles (LucasArts)
- Star Wars: Demolition (LucasArts)

Nintendo 64

- Star Wars: Shadows of the Empire (Nintendo)
- Star Wars Episode I Racer (LucasArts)
- Star Wars Episode I: Battle for Naboo (Nintendo)
- Star Wars: Rogue Squadron (LucasArts)

Sega Dreamcast

- Star Wars Episode I Racer (LucasArts)
- Star Wars Episode I: Jedi Power Battles (LucasArts)
- Star Wars: Demolition (LucasArts)

Sony PlayStation 2

- Star Wars: Super Bombad Racing (LucasArts)
- Star Wars: Starfighter
- (LucasArts)
- Star Wars: Racer
- Revenge (LucasArts) Star Wars: Jedi
- Starfighter (LucasArts) Star Wars: The Clone
- Wars (LucasArts) Star Wars: Bounty Hunter (LucasArts)

Nintendo Game Boy Advance

- Star Wars: Jedi Power Battles (THQ) Star Wars Episode II: Attack of the Clones
- Star Wars: The New Droid Army (THQ)



- **Nintendo GameCube** Star Wars: Rogue Squadron II—Rogue
- Leader (LucasArts) Star Wars: The Clone Wars (LucasArts)
- Star Wars Jedi Knight II:
- Jedi Outcast (LucasArts) Star Wars: Bounty Hunter (LucasArts)

Microsoft Xbox

- Star Wars: Obi-Wan (LucasArts)
- Star Wars: Starfighter Special Edition (LucasArts)
- Star Wars: Jedi
- Starfighter (LucasArts) Star Wars Jedi Knight II:
- Jedi Outcast (LucasArts) Star Wars: Knights of
- the Old Republic (LucasArts)





Many of the above titles were also released overseas, but hardcore Star Wars collectors may want to seek out two Star Wars games which were not released in North America:



In 1993, U.S. Gold released Star Wars for the Sega Master System in Europe. Since many Master System games are virtually identical to their Game Gear counterparts (the hardware is very similar), many collectors assume that

this is the same as the Game Gear version, but the levels are different.

• In 1987, Namco released Star Wars for the Nintendo Famicom (a.k.a. NES) in Japan. Not the same as the Star Wars NES game released in the U.S. by JVC, it's a platform game with some really strange additions



to the familiar Star Wars storyline. (Personally, I don't remember a scene in the movie where the Jawas recapture R2-D2...and Luke has to climb into a sandcrawler and fight an alien bug in a Darth Vader costume to get his droid back!) A true Star Wars collectible.

by Anatole Brown

RPG fans, get ready! The biggest news to hit the Japanese airwaves recently is that Square and Enix will merge to create Square Enix Inc.! The joining of the two role-play-



ing game giants is scheduled to become official on April 1st. Square's Final Fantasy series and Enix's Dragon Warrior

(Dragon Quest in Japan) series are the biggest-selling video-game franchises in Japan. Their collective aim is to become the "world's largest high-quality interactive entertainment creator." Both companies will continue with

their normal course for about a year—Square will still release Final Fantasy X-2 and pursue a sequel for Kingdom Hearts while Enix will release Star Ocean: Till the End of Time and continue its development of *Dragon Warrior VIII* for the PS2. In the meantime, they will brainstorm for new game ideas together. Could there be a collaboration in the works? Final Dragon Fantasy? We can only speculate what kind of games they will produce, but you can be sure that their main focus will be RPGs. How this will affect the U.S. branches of both companies is also unclear. Many gamers in Japan are pretty divided over whether they approve the merger or not. What do you think?

Came Boy Player for CameCube

Tired of squinting at the small Game Boy Advance screen? You'll need to get yourself the Nintendo GameCube Game Boy Player which will be released in Japan sometime in March.

A U.S. release is expected sometime in May. The Nintendo GameCube Game Boy Player is a one-inch base unit that attaches to the bottom of your GameCube and lets you play Game Boy, Game Boy Color and Game Boy Advance games on your TV! The games can be played using the GameCube controller or with a GBA if you have the Game-Cube Game Boy Advance Link Cable. The Game Boy Advance Link Cable can also be used to

connect additional GBAs for multiplayer games or trading. The unit will come in all four existing GameCube colors for Japan and will cost 5,000 yen. A price for the U.S. still hasn't been set.

OCARINA OF TIME FOR GAMECUBE

> Nintendo shocked Japanese Zelda fans in November

when stores gave away free Game-Cube versions of The Legend of Zelda: Ocarina of Time

right on the spot to anyone who pre-ordered the new The Legend of Zelda: The Wind Waker, which was released in Japan on December 13th. The



GameCube version of Ocarina of Time is basically a faithful recreation of the mega-hit N64 version, but also includes the full version of Ura Zelda (Alternate Zelda) which was supposed to be released for the failed 64DD add-on for the N64. Ura



Zelda is essentially the same game as Ocarina of Time except the dungeons and item locations have all been rearranged. Players can select either game at the title screen. The graphics for the

GameCube version are slightly sharper than the N64 version, but generally it looks pretty much the same. We suspect that Nintendo will offer the same three-in-one deal when The Legend of Zelda: The Wind Waker is released in

the U.S. on March 24th.



Hideo Kojima—creator of the famed Metal Gear Solid series—recently announced that he's been working on a Game Boy Advance game. It's certainly a change of pace for Kojima; his new game, tentatively titled Bokura No Taiyo (Our Sun), uses a unique function that hasn't been seen in a game before. The game cartridge has a small ultraviolet

ray sensor that can detect whether you're playing the game indoors or outdoors. The picture seen here is obviously a mockup of the final cartridge, but you can see the sensor on the top right corner. Gameplay details are



still rather scant, but it seems that the game stores the light data from the sensor and your character uses the stored energy to destroy vampires. Because the sensor can tell whether you're playing indoors or outdoors, the gameplay is heavily affected by where you choose to play your GBA. If all goes well, Bokura No Taiyo could very well be the first game that takes into account the actual environment a player plays the game in.

Turbo File Advance

Sammy in Japan recently released a Game Boy Advance data back-up unit that lets you store game saves separately from the GBA cartridge. The Turbo

TURBO FILE

ADVANCE

Sammy

File Advance also supports GBA titles that need to store more information than the regular GBA cartridge can handle. For exam-

ple, RPG Tsukuuru Advance
(RPG Maker Advance)
and Derby Stallion Advance, which were both released in Japan in
December, both require the Turbo File Advance to store large data files, like created dungeons and race horse stats. Games that support the Turbo File Advance will have the "TFGBA" symbol on the packaging. The unit will allow you to store and load up regular GBA saves

as well. The Turbo File Advance connects to the GBA Link Cable port and requires four AA batteries. The unit costs 3,800 yen and a special memory card costs an additional 2,000 yen.



In conjunction with D3 Publisher, Sega has created a new brand of games called 3D Sega Ages. (Note that



"Ages" is
"Sega" backwards and
"3D" is "D3"
backwards.)
3D Sega
Ages will
bring back
everyone's
favorite oldschool Sega
games and
update them for the

PlayStation 2. So far Sega has announced four titles to be released in Japan this summer: Golden Axe, Space Harrier, Fantasy Zone and Phantasy Star. Each title will be a bargain title at 2,500 yen each (about

\$20 U.S.). Most of the

games will
stick to their
original 2-D
format, but
with several
graphics and
system upgrades for
the PlayStation 2. For



example, as you can see from the pictures, *Phantasy Star* will have a significant graphics upgrade plus semi-3D dungeons, an improved battle system and new items, making it quite a different game from when it first appeared on the Sega Master System. Some games like *Space Harrier* will in fact get the full 3-D polygon treatment! Other games in the pipeline include *Alex Kidd's Miracle World*, *Streets of Rage, Monaco GP, Phantasy Star II* and more! No word about plans for the U.S....yet.



Wow! These are the coolest Gundam items we've ever seen! The

Gundam electric guitars from Banpresto are small-scale guitars modeled after weapons from the Gundam anime series. The Earth Federation Forces BeamRifle Type guitar is modeled after Gundam's weapon, while The Principality of Zeon Heathawk Type

pality of Zeon Heathawk Type guitar (which looks a little like the "Axe" bass played by Gene Simmons of KISS) is modeled after Zaku's weapon. Each guitar has a built-in speaker and amp, but the Beamrifle guitar has an extra sampling func-

tion that lets you record and play back notes you've played by pressing the trigger

of the rifle. They're definitely not

cheap, as each guitar costs 95,000 yen (about \$800). In addition, the respective Federation and Zeon cases go for 9,000 yen and the Federation and Zeon straps go for 6,000 yen. Those who purchase the guitar, however, will get two free Gundam guitar picks from the 32 available choices.



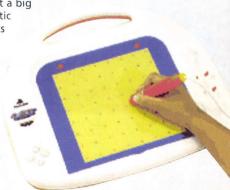


PlayStation U

Bandai of Japan recently released a special PlayStation controller for kids that allows you to draw anything you want on the TV screen. The Pen Controller is part of the KidsStation educational series (see Japan Report, November 2000) and works with select PS one titles that

teach basic drawing and letter-writing skills. The bottom right corner of the pad has the regular \triangle , \bigcirc , \times and \square buttons, but other than that it's just a big

other than that it's just a sensor pad with a plastic pen. The sensor detects the pen's movement on the pad and shows the drawing on the TV screen. Color palletes, backgrounds and various preset shapes can be selected from several menus. The controller retails for 5,800 yen, but you have to buy the educational software separately.



TIPS & TRICKS

February 2003

Don't be alarmed if you see a friend staring blankly into space, frothing at the mouth and mumbling about gaming goodies and toys. Your pal will snap out of it eventually. It's a common symptom when one enters the ..

Shinobi

To commemorate the release of

Shinobi for the PlayStation 2, we

opener. Now we can use stealth

tactics to slice open reader mail:

the "steaming tea kettle" trick

was not worthy of a true Ninja.

received a Shinobi lock box and letter

We were a little con-

cerned when Midway

For some light reading (and we mean light!) check out these video game-based paperback novels by Ballantine Books. Brute Force: Betrayals and Crimson Skies are based on two upcoming Xbox games, Brute Force

and Crimson Skies: High Road to Revenge. The Crimson Skies book credits four different authors-must have been quite

an undertaking! Robotech: Battlecry and Robotech: Doomsday are similar to the many Robotech novels put out by Harmony Gold, but both books are official tie-ins with the Robotech: Battlecry game available for PS2, Xbox and GameCube.

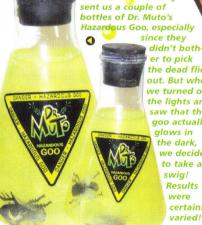
gaming with the Mad Catz Lynx Wireless Controller. The Lynx features radio frequency (RF) technology that lets you play as far away as 50 feet so you can kick back on your couch without feeling like you're on a leash. The controller comes with a receiver pod that connects to your Xbox and allows up to

Xbox owners can now 🛆

experience wireless

two memory cards to be inserted. The controller itself feels pretty solid, although it's modeled after the large, regular Xbox controller. Definitely a luxury item at \$59.99!

This blow-up Ratchet decoy comes from the most excellent PS2 game Ratchet & Clank, Ratchet can fool his enemies by dropping these little decoys of himself when equips the Decoy Glove.



the dead flies out. But when we turned out the lights and saw that the goo actually glows in the dark, we decided to take a swig! Results were

certainly

varied!

Here is the new batch of e-Reader cards for the Game Boy Advance e-Reader. The new set of classic Nintendo Entertainment System (NES) games includes Urban Champion, Mario Bros., Donkey Kong, Baseball and Ice Climber. Each pack retails

for \$4.95. Start

scanning!

controller into vour Xbox. There's also a slot for the Xbox Memory Card, but we had a hard time trying to shove it in there! It's excellent as a converter, however, so ask your local import retailer to track one down for you.

Dreamcast or Saturn

ler adapter is one of those obscure,

underground devices made in China

that lets you plug a PlayStation 2,

"Yo, Adrian! I'm getting punched in the face! **Ubi Soft's Rocky** game features none other than the Italian Stallion himself. We got this blow-up punching doll so we can release our gaming aggressions. We could use a Mr. T one as well.



Check out the games your mom and dad spent endless hours playing back in the late '70s and early '80s with the Atari TV Games Video Game System from Jakks Pacific. This plug-in-andplay authentic Atari joystick controller contains 10 classic Atari games like Adventure. Asteroids, Breakout, Pong, Centipede, Missile Command and more. Take it easy on your Dad if he starts getting teary-eyed with nostalgia. Available for about 20 bucks!

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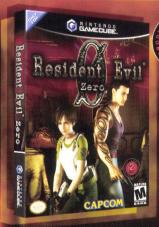
BEFORE THE MANSION. BEFORE THE DISASTER.



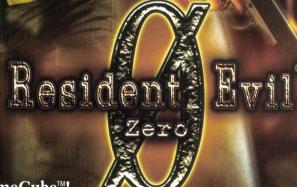
EVIL IS BORN.











The brand-new Zero chapter-only on Nintendo GameCube™!



Blood and Gore Violence



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Blood Violence

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